Archie
COMICS
SEGA
ISSUE 8
SONIC
SUPER SPECIAL
WELLS

SONIC SUPER SPECIAL

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IT'S PENCIL TO PAPER WITH OUR LEADING LADY!

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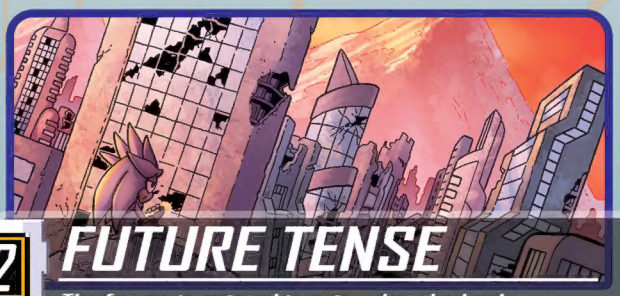
SONIC SUPER SPECIAL

13 REMATCH!
It's an epic battle between hedgehog and super evil (and ugly) wizard! Can Sonic win against the mystical master of the elements, or will he get schooled?



32 FUTURE TENSE
The future is painted in ruin, what the heck happened? It's up to Silver the Hedgehog to fix the past and set the stage for a brighter world.

92 SONIC RUSH
The mystical blue one? A pyrokinetic feline? It's gotta be Sonic Rush! Hold on to your hats 'cause this chaotic kitty is ready to burn some hedgehog tail!

SONIC SUPER SPECIAL

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PUBLISHER/CO-CEO	JONATHAN GOLDWATER
CO-CEO	NANCY SILBERKLEIT
PRESIDENT	MIKE PELLERITO
CO-PRESIDENT/ EDITOR IN CHIEF	VICTOR GORELICK
SENIOR VICE PRESIDENT SALES AND BUSINESS DEVELOPMENT	JIM SOKOLOWSKI
SENIOR VICE PRESIDENT PUBLISHING & OPERATIONS	HAROLD BUCHHOLZ
VICE PRESIDENT SPECIAL PROJECTS	STEVE MOOAR
EDITOR/EXECUTIVE DIRECTOR OF EDITORIAL	PAUL KAMINSKI
PRODUCTION MANAGER	STEPHEN OSWALD
DIRECTOR OF PUBLICITY & MARKETING	STEVEN SCOTT
ASSISTANT EDITOR	VINCENT LOVALLO
PROOFREADER/ EDITORIAL ASSISTANT	CARLY INGLIS
FEATURES CONTRIBUTIONS	IAN FLYNN JONATHAN H. GRAY
BOOK DESIGN	ELIZABETH BORGATTI
SPECIAL THANKS TO	ANTHONY GACCIONE & CINDY CHAU @ SEGA LICENSING

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COVER BY LAMAR WELLS, GARY MARTIN, & MATT HERMS

FEATURING THE TALENTS OF

IAN FLYNN	JIM AMASH
TRACY YARDLEY!	TERRY AUSTIN
JAMAL PEPPERS	MATT HERMS
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SONIC SUPER SPECIAL MAGAZINE

PO Box 419 Mamaroneck, NY 10543 Phone: 914-381-5155 x 235
Fax: 914-381-2335 Email: ORDERHELP@ARCHIECOMICS.COM

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SONIC GRAMS PRESENTS

HEY KIDS!

WRITE TO US @: SUPER SPECIAL DELIVERY MAIL c/o ARCHIE COMIC PUBLICATIONS, INC. P.O. BOX # 419 MAMARONECK NY 10543-0419 YOU CAN ALSO WRITE IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Hey everybody! Hope you're all having a super spectacular summer! It's hot so why not beat the heat with the coolest Sonic comic magazine around? We've got the latest news, features, and for the first time ever STICKERS! Decorate your folders, lunch box or even your friends! Anywhere they stick! So what are you waiting for? Have fun! As for me, I'm going to take a refreshing dip in the pool of fan mail!

Dear 'Super Special Delivery',
My name is Matthew. I have some questions for you.

Howdy Matthew, I might have some answers!

1. Are there going to be any new Sonic games released soon?

As a matter of fact Sega's brand new video game, Sonic Lost World is coming later this year, and it's getting the comic treatment next Super Special, so get stoked!

2. Perhaps a future spectacular could have Sonic the Hedgehog action figures that come with the comic?

An interesting thought! We actually have some of our single comic books packed with action figures by Jazwares available at your local toy stores!

3. If I can't find a Sticker Spectacular at my bookstore, is it available to buy online?

Thanks,
Matthew
 # 1 Sonic Fan

It most certainly is! You can order a large variety of Sonic comic titles and other awesome books at ArchieComics.com or ask your local comic retailer to put one aside for you! To find a comic shop near you ask a parent or guardian for permission and call 1-888-comic-book!

Dear 'Super Special Delivery',
My 5 year old son, Ru, wanted to say hello to Sonic, and that he just bought Sonic Universe #1 and Worlds Collide #5. He is collecting all the Sonic comic books that he can. Ru say's keep up the good work!

Ru W.
North Carolina
Sonic's #1 fan

SUPER SPECIAL DELIVERY

Hey there, Ru! We'll send the message along to Sonic, thanks for writing in!

Dear 'Super Special Delivery',
My name is Jalynda. I'm from Chiacgo, I'm 16 years old and I go to Epic Academy Highschool. I'm writing you this to inform you that the Sonic comics are so cool that they have inspired me to be the great artist I am today. I would also love to show others my talent and send it in to Sonic fan art, but I don't know how. I'll be more than happy if you tell me how. And I would like to thank you for reading this. :-)

Jalynda B.
sent to
Sonic@ArchieComics.com

Jalynda, I would be happy to point you in the right direction! All you have to do is send in a jpeg of your art to Sonic@ArchieComics.com or you can snail mail it to the address on the top of the previous page! We'll look forward to seeing your artwork!

Dear 'Super Special Delivery',
My name is Caryn, and I wanted to tell you how much I enjoy your work. It's the most way-past-cool thing since the extra-hot chili dog. Ahem. That was Sonic talking. Does that make me a good writer or does that make me crazy? I can never tell.

Well, I think you have to be at least a little crazy to be a part of any creative team! Hoohaha!

I love the depth and complexity the storyline of the comics has to offer, and Ian does a great job of keeping the reader (namely me) involved. For a while I had an urge to strangle Ixis Naugus, but, fortunately, I realized that would be ridiculous, and the computer I read from remains unscathed.

Naugus sure is a pain, but I'm glad you came to your senses! Computers can have feelings too, just look at Nicole!

I've received the Poster Spectacular issue of Sonic Super Special for my seventeenth birthday, and it's one of the nicest presents I've ever been given. The artwork is fantastic! I love Spaz's style, Yardley!'s expressiveness and Ben Bates's dramatic flair.

We loved putting that issue together, but there were even more artists that we wanted to include so we hope to do more spectacular issues in the future! We hope you enjoy this issue's sticker collection too!

All right, enough beating around the bush. The main reason I write in is because I badly want to write for Sonic. I can both write and illustrate, which, from what I understand, is rare, but I need to know what more I need to do. I'll be looking at colleges soon, and I need to know what it'll take.

Read A LOT of books, diversify your library so that you understand how different types of stories are constructed, there's so much available. And of course, write every day!

Bottom line question:
What courses have you found helpful?

Caryn P.
from Utah

Thanks for writing in, Caryn. Our advice to you would be to take as many english and literature courses as possible. Studying drama and theater is also a great way to study dialogue and character interactions!

That's all the room we've got this month, Sonic-fans! Be sure to write all of your comments and questions to Sonic@ArchieComics.com with the subject line: Super Special Delivery! We look forward to hearing what you have to say!

SUPER SHOUT-OUTS

"You guys are so awesome with the Sonic Super Special and Sonic Super Digest magazines. THEY ARE WAY, WAY, WAY, WAAAAY PAST COOOOL!"

~ Robin M. sent to Sonic@ArchieComics.com

"I just got issue 250 of Sonic the Hedgehog, and wow! This may very well be the best art team I have seen in my twenty years of reading the comic!"

~ Paul C. sent to Sonic@ArchieComics.com

"Thanks guys for making my childhood awesome!"

~ Joey E. sent to Sonic@ArchieComics.com

"What you all have done in the last twenty years is truly an amazing accomplishment that everyone at Archie Comics should be proud of"

~ William R. from New York

SONIC SUPER SPECIAL NEWS FLASH

SONIC & MEGA MAN™ CROSSOVER FINALE!

SPOILER ALERT!

THE SUPER TEAM UNITES IN SONIC THE HEDGEHOG #251

The crossover to end all crossovers just had an ending to beat all endings! Drs. Eggman and Wily set off their Super Genesis Wave to rewrite everything ever in their own images! Together they defended its activator with their Chaos Emerald-powered battle mech – the Egg-Wily Machine X, but even with the odds so stacked in their favor, they were no match for the combined might of Super Sonic and Super Mega Man!

And yet it wasn't a perfect win for our heroes. As the space-robot Duo had warned them, Sonic and Mega Man needed to find a way to restore balance to their worlds and realities. With so much damage done to the fabric of space-time, any corrective measures would have to be delicate, precise and perfect.

IN SONIC THE HEDGEHOG #250, THE ULTIMATE DREAM TEAM IS FORMED! THIS IS WHAT AWESOME LOOKS LIKE.

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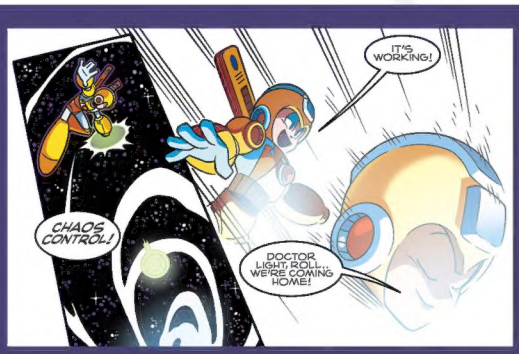
DID YOU KNOW...

The blue blur and blue bomber are cool, but what's a hero without his side-kick? Both Sonic and Mega Man count on the support of aerial aces in Miles "Tails" Prower and Rush the super robot dog!



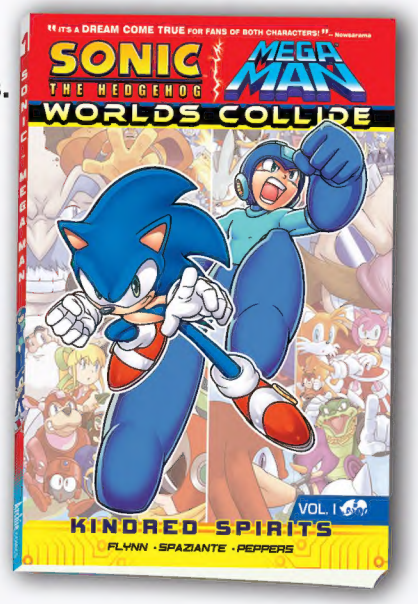
CHAOS DISTORTION!

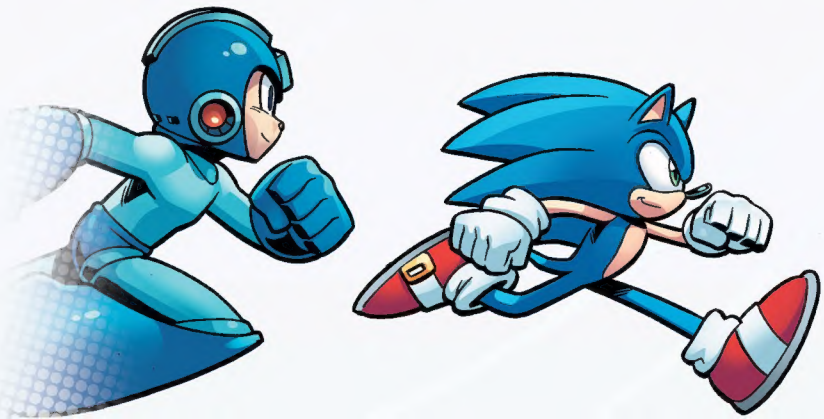
MEGA MAN WAS ABLE TO RETURN HIS WORLD TO ORDER, BUT SONIC HAD SOME MAJOR TROUBLE WHEN DR. EGGMAN INTERFERED WITH THE CHAOS ENERGY.

With Sonic's advice and guidance, Mega Man was able to precisely use chaos control to repair the damage done to his world by the mad doctors' schemes. Mega Man's world was reset to the events just seconds before the crossover happened. Everything was restored, with even memories of the advanced timeline erased. (Pick up Mega Man™ issue 28 to read all about it! On sale now!) But this put Mega Man back in the crosshairs of his bitter brother, Break Man. And that leaves him distracted as the monstrous Ra Moon begins its master plan for Earth.

Sonic's efforts in fixing his reality were confounded by Dr. Eggman's tantrum. As Super Sonic tried to use Chaos Control to revert his world back to normal, Dr. Eggman disrupted the energies, which wreaked havoc on the unstable reality. Now Sonic and Eggman are strangers in a world warped from what they once knew. And after suffering three Genesis Waves, Sonic's world looks like it's about to fall to pieces!

Ultimately, there was a balance – Mega Man's world returned completely to order, and Sonic's slipped completely into chaos. Now it's up to our true blue heroes to make the most of their situations. Did you miss out on the super-event of the year? Want to know what led to this massive turn of events? Don't miss "Worlds Collide" volume one graphic novel on sale this November and catch up on the adventure! ■





SONIC SUPER SPECIAL PRESENTS: THE GRAPHIC NOVEL SPECTACULAR

Sonic Archives Vol. 21: Sonic Adventure
Releases - 7/17/2013 $7.99 US/$8.99 CAN

Thunder, rain and lightning! Danger: water rising! Chaos, the watery god of destruction, comes a-calling, Amy Rose makes a life changing decision and Angel Island goes earthwards as we begin the classic adaptation of the **"Sonic Adventure"** arc!

Best of Sonic the Hedgehog: Vol. 2 -- Villains
Releases - 8/7/2013 $24.99 US/$27.99 CAN

Sonic's ultimate hardcover collection is BACK and celebrating 20 years of Sonic comics...with some "bad eggs" in tow! Root for the best of the bad guys with Dr. Eggman, Ixis Naugus, and the Babylon Rogues! Featuring a painted cover, too!

Sonic Select Vol. 8: The Tails mini-series
Releases - 9/4/2013 $11.99 US/$13.99 CAN

Collecting the ultra-rare Tails mini-series! Miles "Tails" Prower is Sonic's best friend—and now it's his turn to take to the skies on his very own adventure! What new friends and enemies will Tails meet on his world tour, and will he come back alive?

Sonic Saga Series Vol. 4: "House of Cards"
Releases - 9/25/2013 $11.99 US/$13.99 CAN

After narrowly avoiding annihilation at the hands of Doctor Eggman, the citizens of New Mobotropolis face a bright new future—one full of change! But change isn't exactly so bright for everyone. Tensions boil over when Sonic does battle with... ***TAILS?!***

DUB'S CORNER

SONIC COMIC ARTIST, JON GRAY, GIVES YOU THE FULL SCOOP ON ALL THINGS GRAPHIC NOVEL AND SUPER DIGEST!

And so -- after a brief-but-productive hiatus -- I'm finally back to gift everyone with heaping fountains of visual and textual gibberish! Did you miss me? :)

With over 250 issues, numerous spinoff titles and an entire graphic novel library under the blue blur's belt, it only makes sense that the Sonic comic series add a digest to its resume -- this *is* **Archie Comics**, after all. Bound digests are "kind of a thing" we're known for!

As a screwball kid who avidly collected Sonic comics, I'd always wondered why a Sonic digest hadn't been made available to pharmacies, grocery stores and book sellers the way regular Archie digests are. I won't pretend like I understood the nuances of production then, but I guess some "bright mind" must've thought the same thing because now we have ***Sonic Super Digest*** -- a 128 page quarterly compilation of classic *and* current Sonic tales from across the board (and the companion piece to the book you hold in your hands!)

Think of it this way: ***Sonic the Hedgehog*** is your meal. ***Sonic Universe*** is your side dish. ***Sonic Super Special*** is your delicious, tasty appetizer. And ***Sonic Super Digest*** is your gooey, yet decadent dessert.

So eat... Eat your Sonic Super Digest dessert... Yeeessss... devour its yummy goodnesses and let ***THE TASTE OF COMICS*** consume you! ***MWAAHAHAHA!!!*** *cough*

DUB'S TRIVIA CORNER!

Stack the ***Off-Panels*** from ***Sonic Universe #48*** and ***#49*** on top of each other and you'll notice a character crashes from one strip into the next! If you look hard enough, you can also find continuity in ***#41*** and ***#42***!

Catch you on the flip side, gang! ■

- JON GRAY! ☺

SONIC LOST WORLD™

THE LATEST VIDEO GAME FROM SONIC TEAM DEBUTS THIS FALL!

Sonic Lost World will see everyone's favorite blue hedgehog running up and down and all around with a new "parkour"-based gameplay system, allowing for non-stop, supersonic action!

In past Sonic games, such as 2010's **Sonic Colors**, or 2011's **Sonic Generations**, if Sonic collided with a wall or other obstacle he would stop dead in his tracks. Now with the new parkour system, players can hold down the right trigger and Sonic will hurdle, flip, and sprint over all obstacles in his path, keeping the flow of the game continuous.

CHAOTIC LEVEL DESIGN AND SUPERSONIC SPEED RETURN!

Sonic's moves aren't the only new aspect **Sonic Lost World** has to offer, there is a new cast of villains on the loose called the **Deadly Six**, and they mean business! Originally collected by **Dr. Eggman** in his latest scheme, the Deadly Six rise against the mad scientist and threaten to destroy Sonic's world! This time the blue blur will not only have to work alongside his friends but with his long time eggcentric enemy as well! Talk about a Sonic spin!

There's a lot to look forward to and we can't wait to see more! Keep your eyes peeled when Sonic Lost World arrives October 22nd for the Nintendo Wii U and 3DS consoles, you won't wanna miss it! ■

BEWARE AN ALL-NEW CAST OF VILLAINS, THE DEADLY SIX!

COLLECTOR COVER SNEAK PREVIEW!

WHAT'S A COLLECTOR COVER?

A COLLECTOR COVER (OR "VARIANT COVER") IS A UNIQUE COVER EXCLUSIVELY AVAILABLE AT COMIC BOOK SHOPS, START YOUR COLLECTION TODAY!

SONIC THE HEDGEHOG #252

ON SALE SEPTEMBER 4TH, 2013
ART PROVIDED BY SEGA

SONIC THE HEDGEHOG #253

ON SALE OCTOBER 2nd, 2013
ART BY T-REX

SONIC THE HEDGEHOG #254

ON SALE OCTOBER 30TH, 2013
ART PROVIDED BY SEGA

SONIC SUPER SPECIAL COMIC FEATURE:

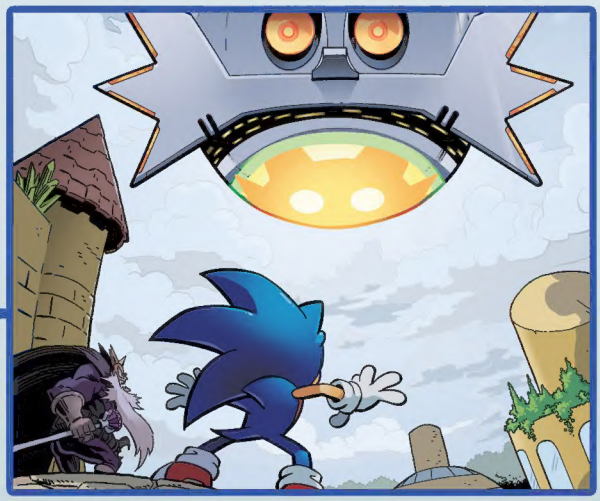
REMATCH

PREVIOUSLY...

WHAT'S A HERO WITHOUT A VILLAIN?! SONIC THE HEDGEHOG MAY BE THE MOST WAY PAST COOL HEDGEHOG AROUND, BUT WITHOUT A GOOD VILLAIN TO FIGHT, HE'D BE BORED OUT OF HIS SPIKY HEAD!

ENTER **IXIS NAUGUS**. HE'S ONE OF THE BEST OF THE WORST WHEN IT COMES TO VILLAINY. HE'S A MASTER OF **DARK SORCERY** AND THROUGH HIS MAGIC, CAN COMMAND THE ELEMENTS.

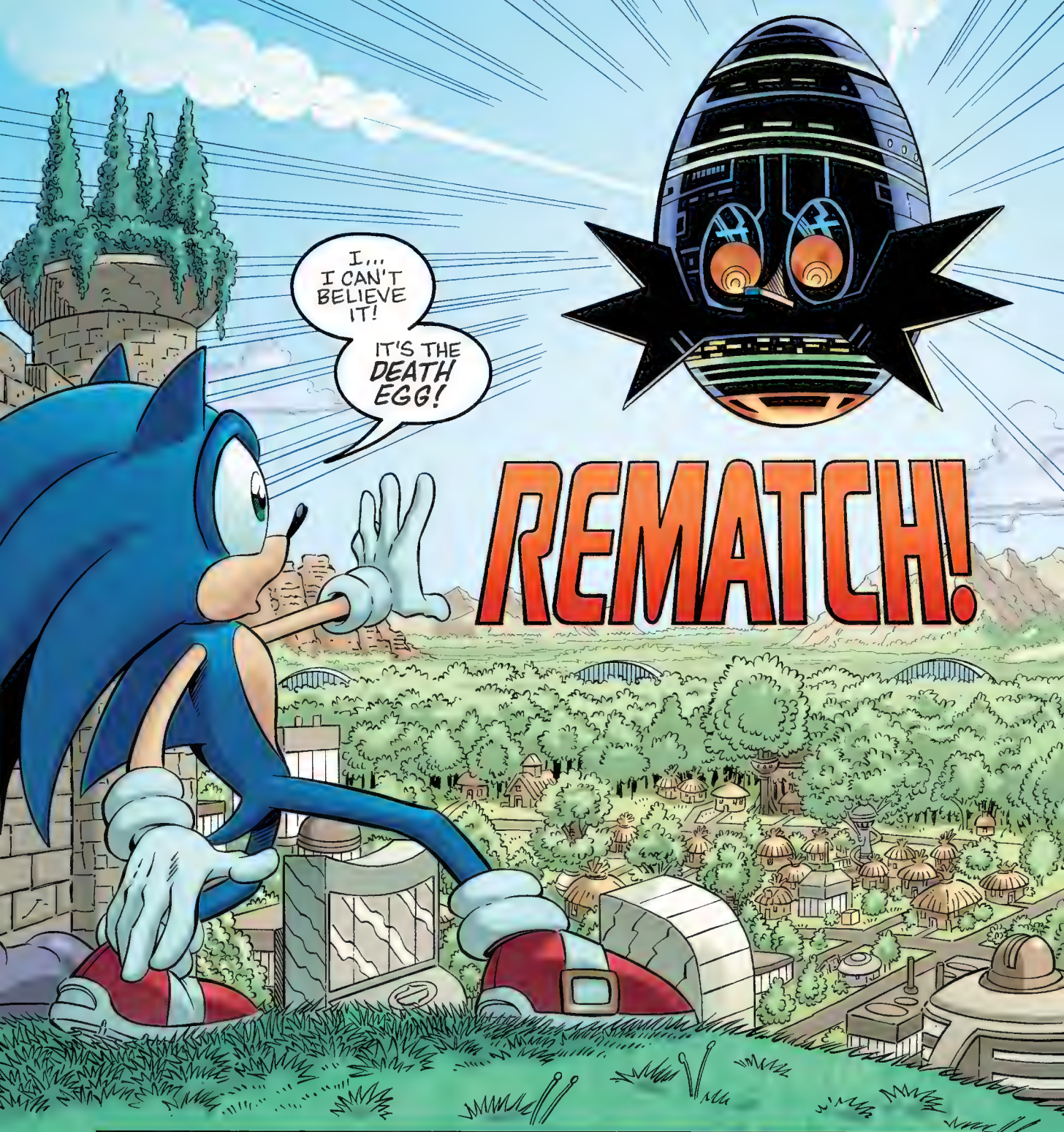
THOUGH NAUGUS REALLY WOULD LOVE SONIC TO BE **HISTORY,** THESE TWO HAVE HAD THEIR FAIR SHARE OF **EPIC BATTLES**. WITH TERROR AND MAYHEM REUNITING THEM, SONIC RECALLS HIS LAST **ENCOUNTER** WITH THE **WACKY WIZARD...**



DID YOU KNOW...

Ixis Naugus' origin dates way back to the original Sonic the Hedgehog cartoon series, better known to the fans as SatAM. Ixis Naugus is also one of the only villains in Sonic Comic history to sport a beard. It's so poofy it leads one to wonder, what's he hiding under there anyway?

PEPPERS + COSTIN
HERA

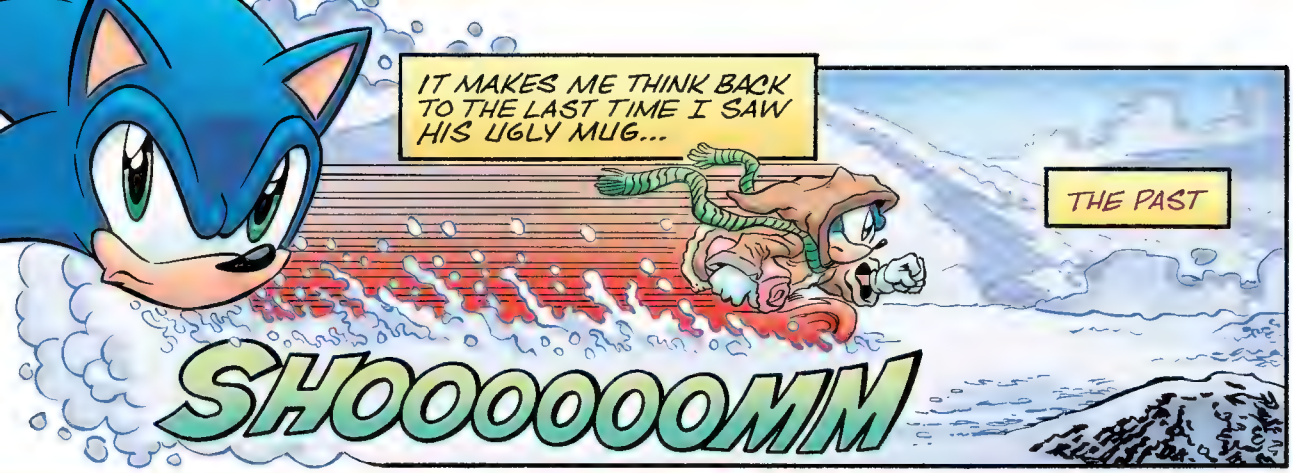


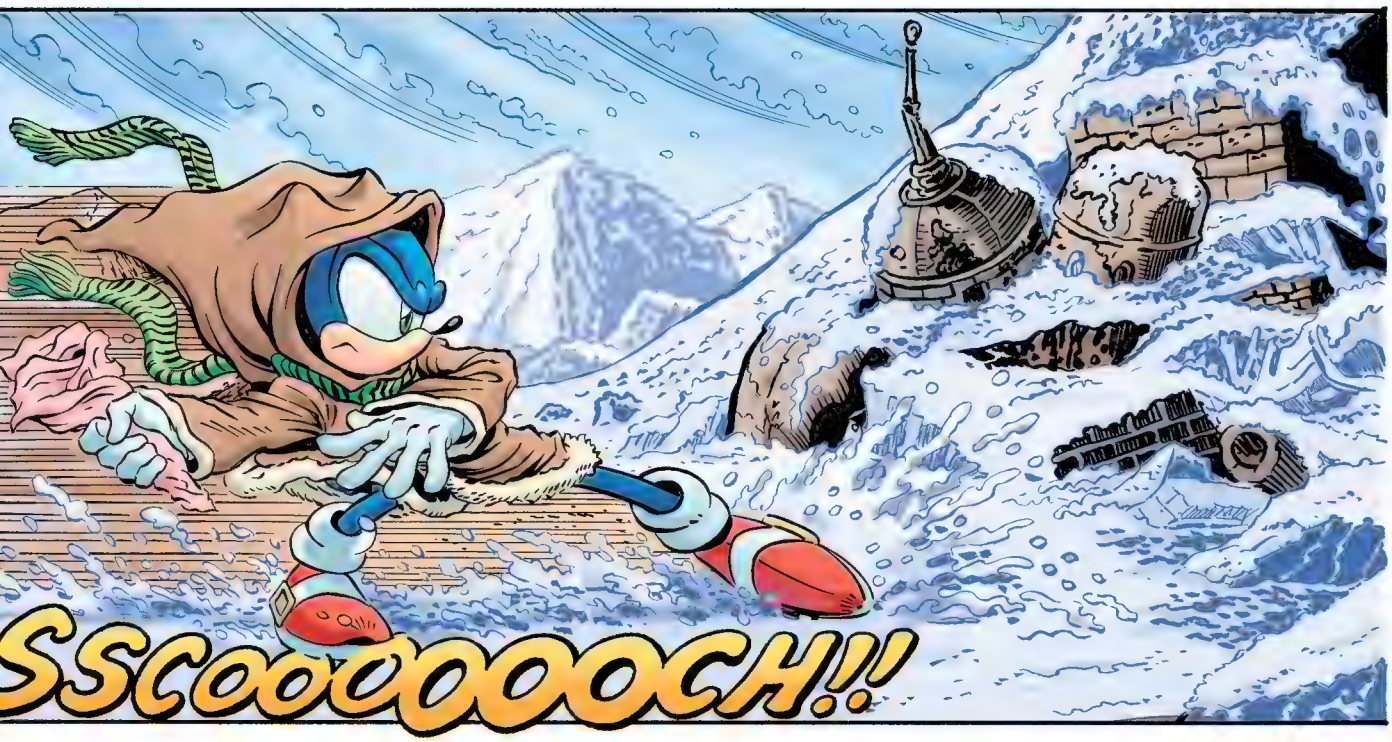
WELCOME TO THE ***PLANET MOBIUS*** -- A WORLD ***UNIQUE & BEYOND*** WHAT YOU KNOW FROM THE ***SEGA GAMES*** -- WHERE ***SONIC*** AND THE HEROIC ***FREEDOM FIGHTERS*** WORK TO SAVE THE ***WORLD*** FROM THE FORCES OF ***EVIL!***

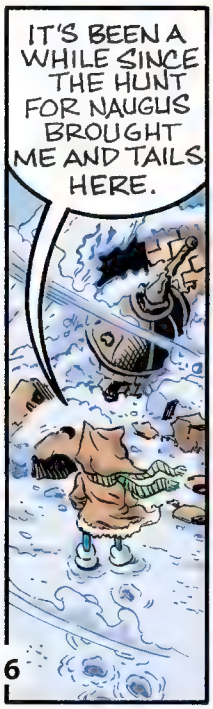
Writer: **IAN FLYNN**
Inks: **RICK BRYANT**
Letters: **PATRICK WILLIAMS**
Editor-in-Chief: **VICTOR GORELICK**
Pencils: **STEVEN BUTLER**
Colors: **STEVE DOWNER**
Editor: **PAUL KAMINSKI**
President: **MIKE PELLERITO**

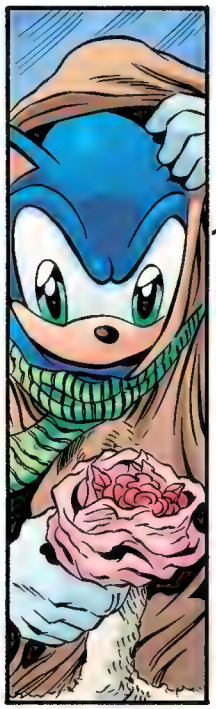
Special thanks to: **CINDY CHAU** and **JERRY CHU** at Sega Licensing

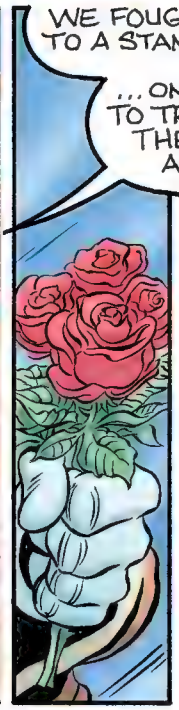
MY LIFE'S BEEN BUSY LATELY!
... FACING OFF AGAINST DR. EGGMAN'S DARK EGG LEGION...
... FINALLY HOOKED BACK UP WITH SALLY, BUT I GOT PLAYED BY AN OLD RIVAL I THOUGHT WAS MY FRIEND.
I'VE BEEN TRAVELING THE WORLD, HELPING MY FELLOW FREEDOM FIGHTERS...
* YOU DIDN'T MISS ALL THE EXCITEMENT IN 2010, DID YOU?!
AND NOW IXIS NAUGUS HAS COME BACK TO MAKE ME MISERABLE!
NAUGUS USED TO BE OLD KING MAX'S ROYAL WIZARD, BUT THEN HE TRIED TO USE MAX TO CONTROL THE KINGDOM.
AFTER TANGLING WITH DR. EGGMAN, NAUGUS LOST HIS MIND. I THOUGHT HE WAS STUCK AS A DROOLING MONSTER...
... BUT NOW HE'S BACK AT FULL POWER... AND HE'S STILL AFTER THE KINGDOM!


IT MAKES ME THINK BACK TO THE LAST TIME I SAW HIS UGLY MUG...
THE PAST
SHOOOOOOMM

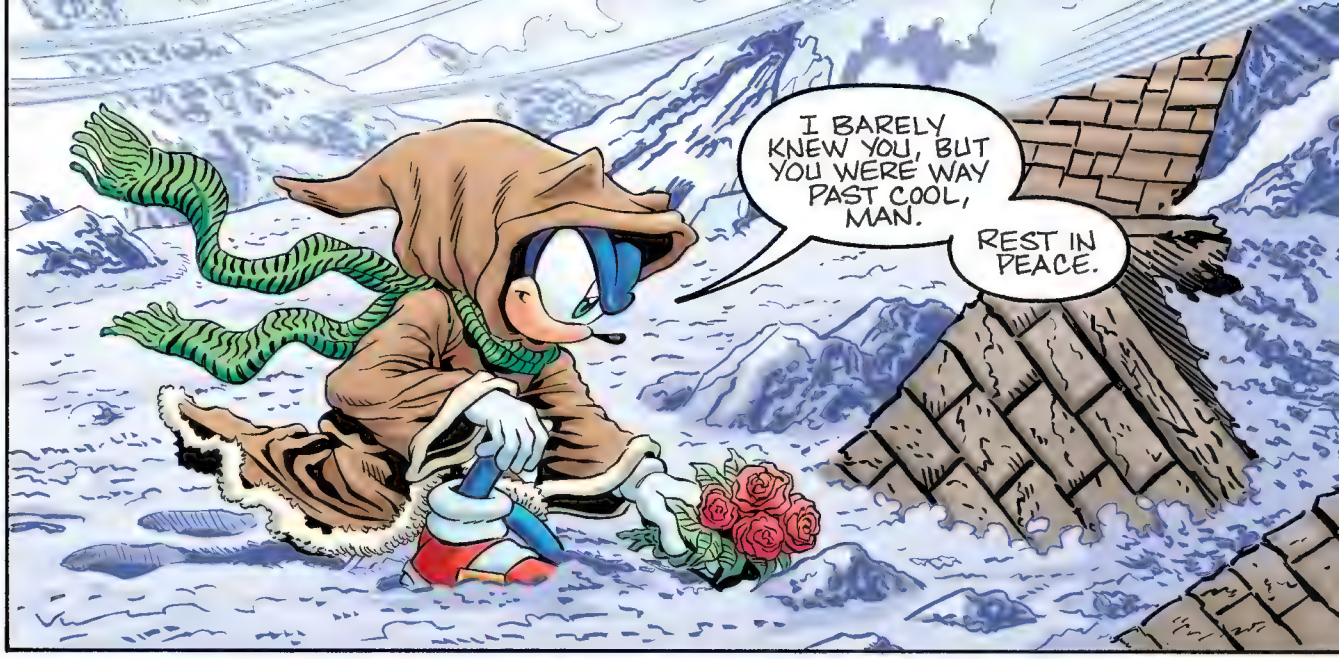

SSCOOOOOOCH!!


IT'S BEEN A WHILE SINCE THE HUNT FOR NAUGUS BROUGHT ME AND TAILS HERE.



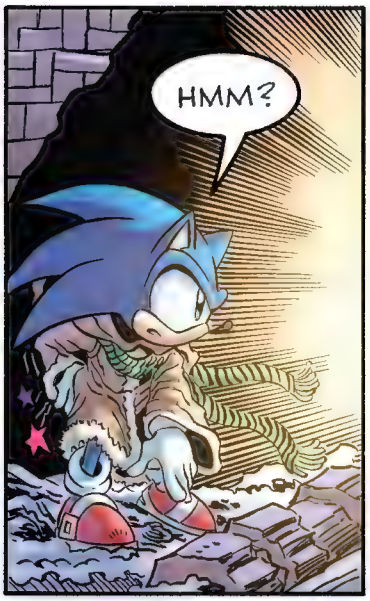

WE FOUGHT HIM TO A STANDSTILL...
... ONLY FOR YOU TO TRULY SAVE THE DAY -- AND US.

I GOT THESE HERE SO FAST...
...THE FROST HASN'T TOUCHED THEM.
WHAT DO YOU THINK OF THAT, EDDY?

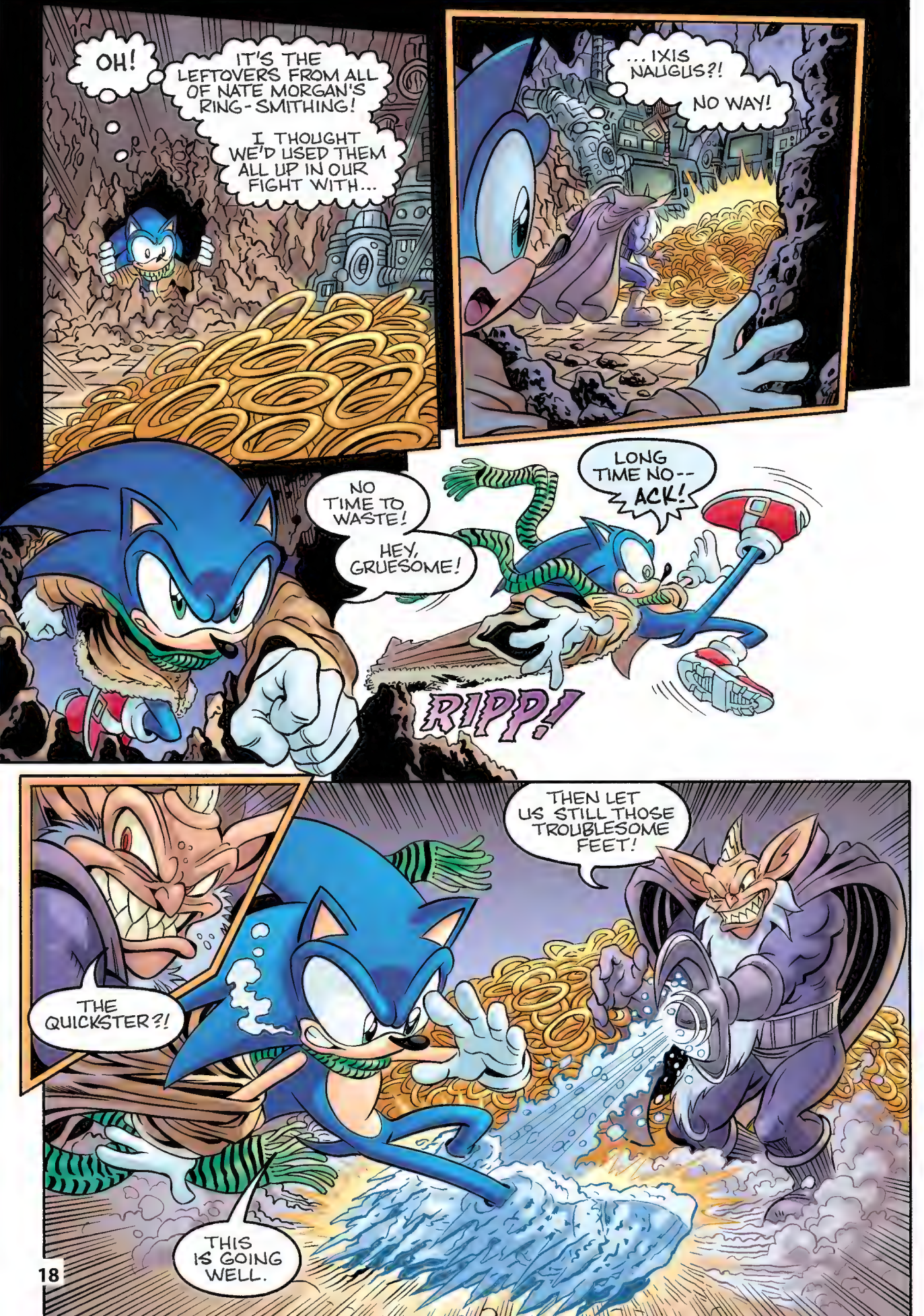

I BARELY KNEW YOU, BUT YOU WERE WAY PAST COOL, MAN.
REST IN PEACE.

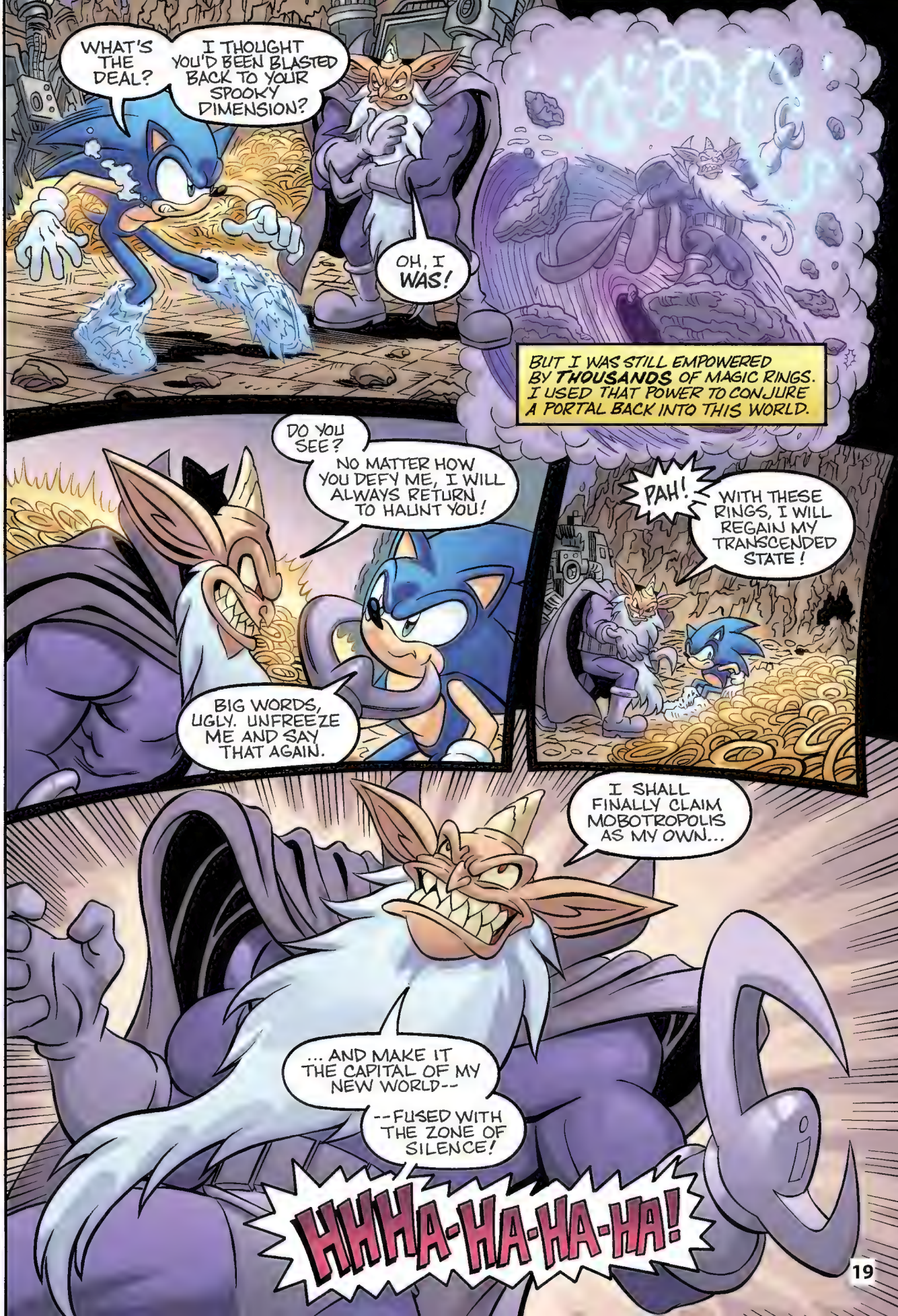
RUMBLE
WHOA-WHOA-WHOA!
"PEACE!" I SAID "PEACE!"

OOF!
DUDE, IF YOU DIDN'T LIKE FLOWERS, YOU COULD'VE TOLD ME!

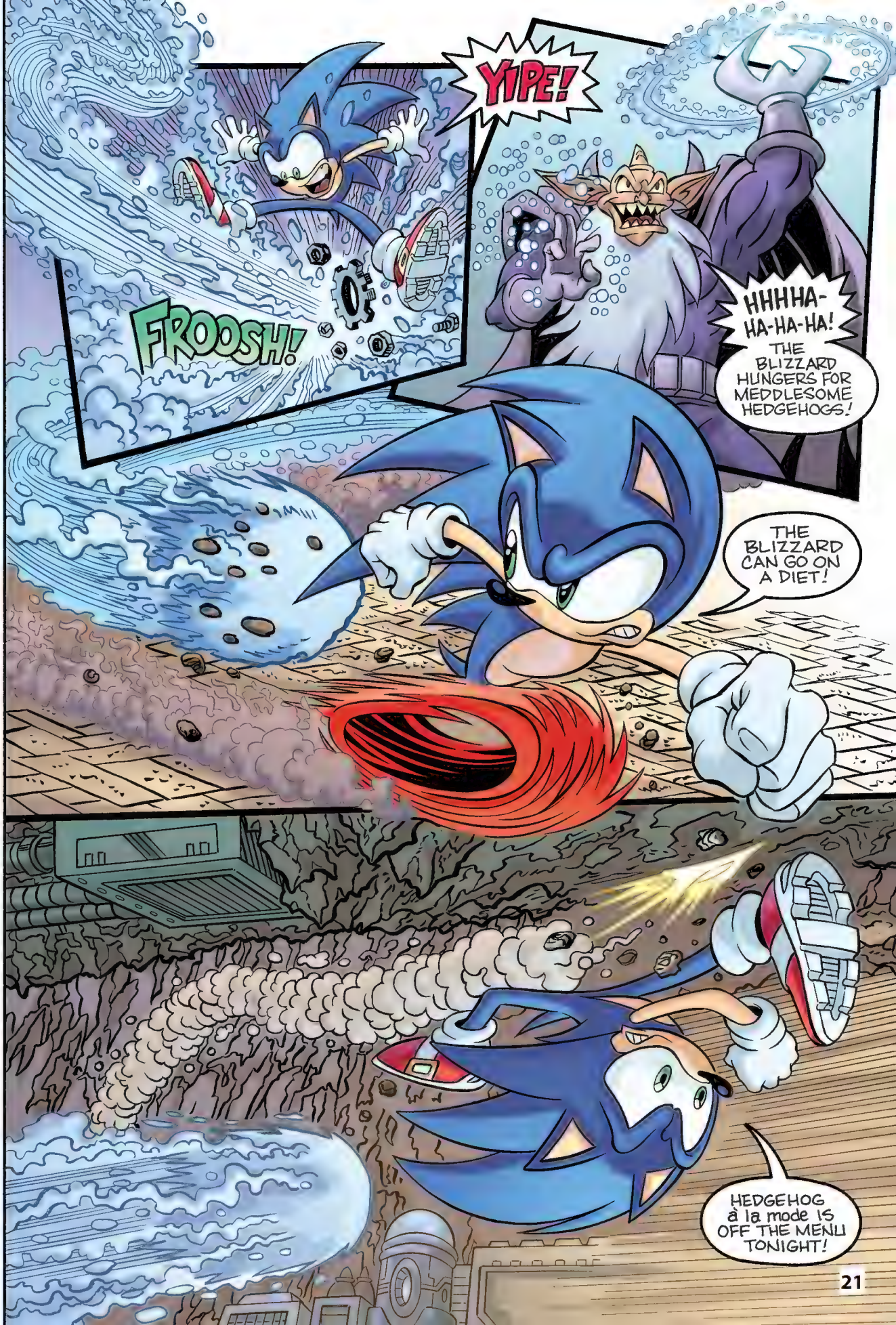

HMM?

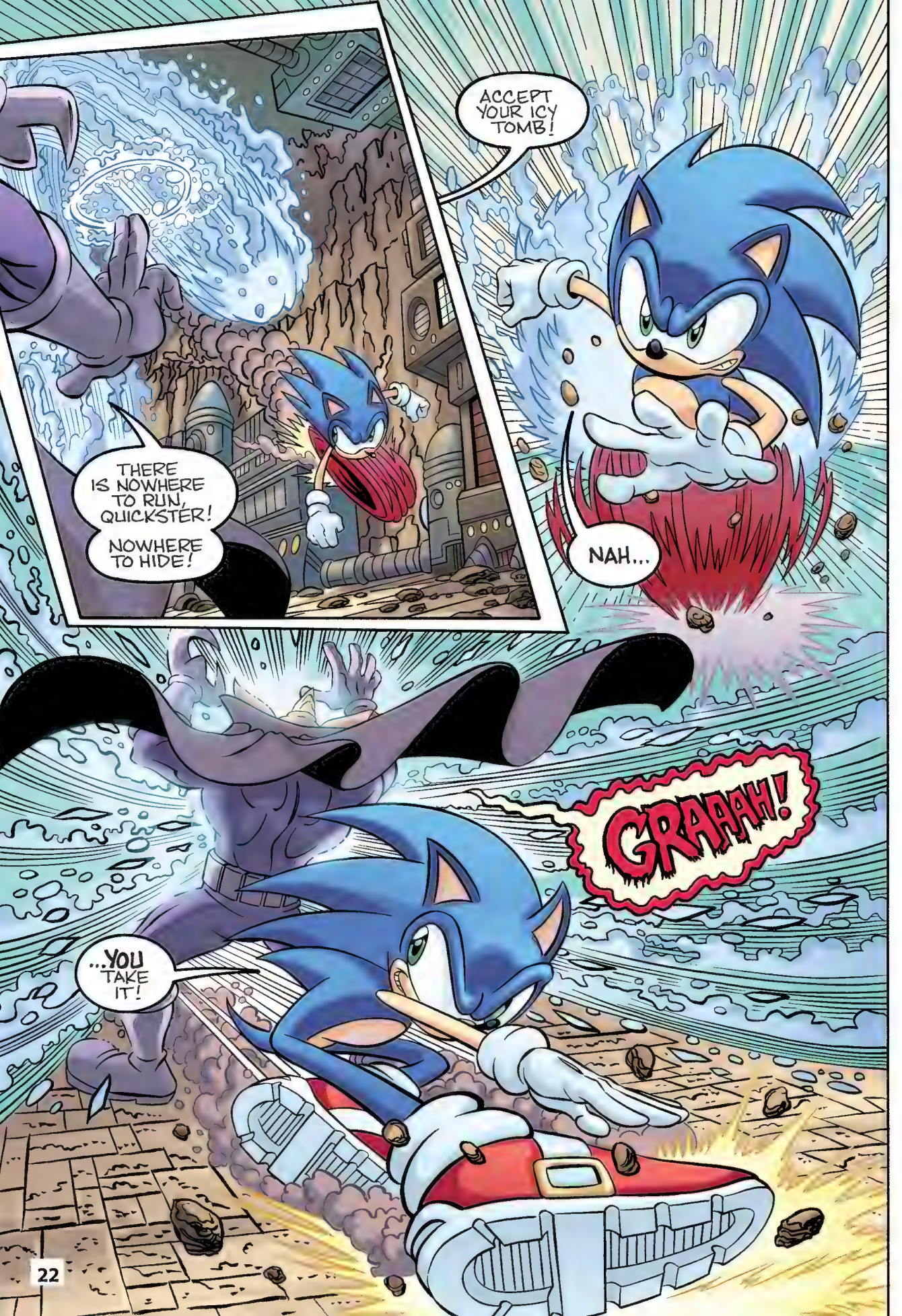
SURE IS BRIGHT FOR A CASTLE-TURNED-AVALANCHE. IS SOMEBODY STILL LIVING ALL THE WAY OUT HERE?


OH!
IT'S THE LEFTOVERS FROM ALL OF NATE MORGAN'S RING-SMITHING!
I THOUGHT WE'D USED THEM ALL UP IN OUR FIGHT WITH...
...IXIS NAUGUS?!
NO WAY!
NO TIME TO WASTE!
HEY, GRUESOME!
LONG TIME NO--
ACK!
RIPP!
THE QUICKSTER?!
THIS IS GOING WELL.
THEN LET US STILL THOSE TROUBLESOME FEET!


WHAT'S THE DEAL?
I THOUGHT YOU'D BEEN BLASTED BACK TO YOUR SPOOKY DIMENSION?
OH, I WAS!
BUT I WAS STILL EMPOWERED BY THOUSANDS OF MAGIC RINGS. I USED THAT POWER TO CONJURE A PORTAL BACK INTO THIS WORLD.
DO YOU SEE?
NO MATTER HOW YOU DEFY ME, I WILL ALWAYS RETURN TO HAUNT YOU!
BIG WORDS, UGLY. UNFREEZE ME AND SAY THAT AGAIN.
PAH!
WITH THESE RINGS, I WILL REGAIN MY TRANSCENDED STATE!
I SHALL FINALLY CLAIM MOBOTROPOLIS AS MY OWN...
... AND MAKE IT THE CAPITAL OF MY NEW WORLD--
--FUSED WITH THE ZONE OF SILENCE!
HHHA-HA-HA-HA!

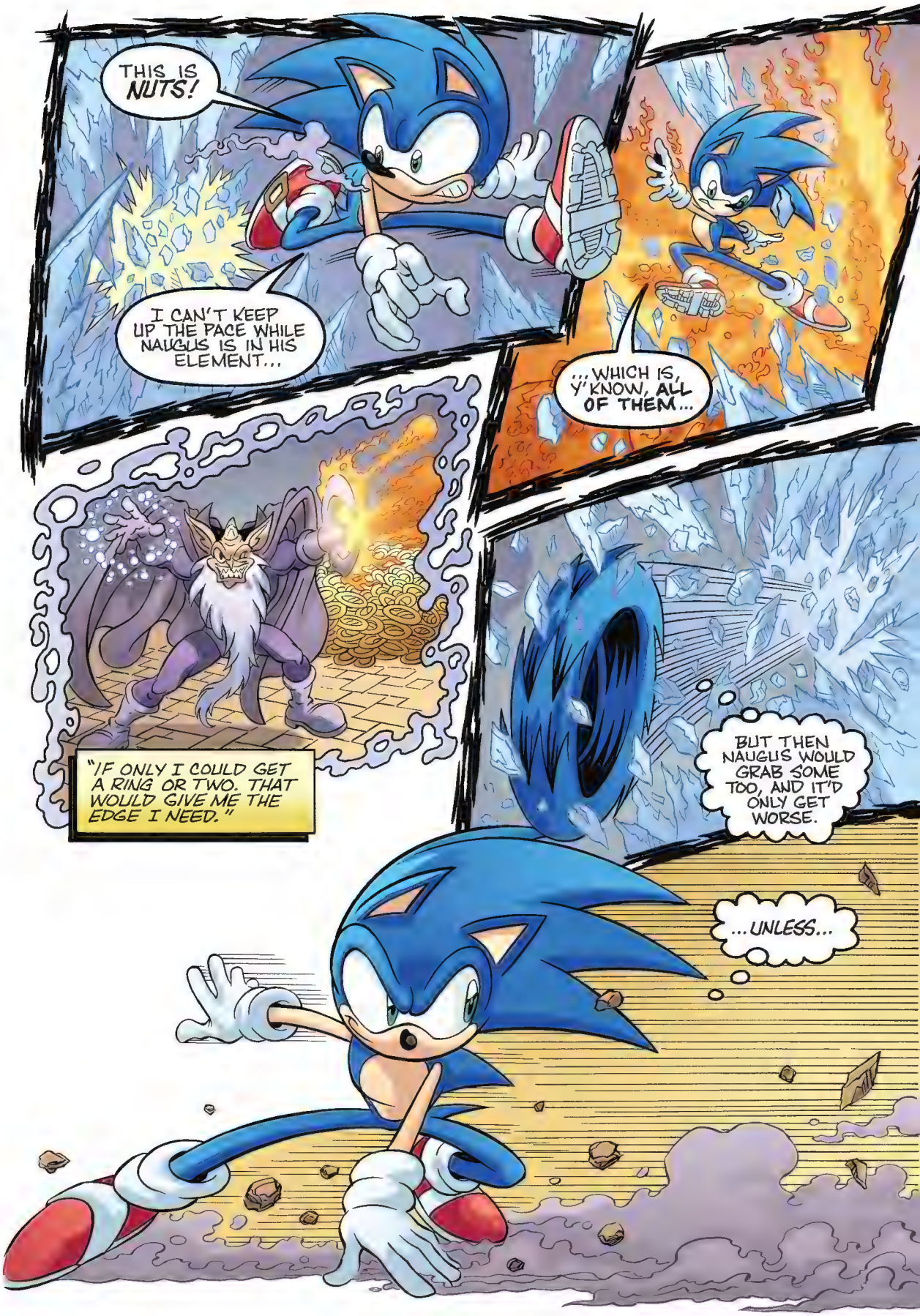
YEAH-- UM-- NO!
WE JUST GOT MOBOTROPOLIS BACK FROM DR. ROBOTNIK!
BAH!
AND I'M NOT ABOUT TO LET YOU MIX MOBIUS WITH THAT FREAKY DIMENSION OF YOURS!
THERE IS A COLD WIND AT THE DOOR, QUICKSTER...
...AND IT COMES FOR YOU!


YIPE!
FROOSH!
HHHHA-HA-HA-HA! THE BLIZZARD HUNGERS FOR MEDDLESOME HEDGEHOGS!
THE BLIZZARD CAN GO ON A DIET!
HEDGEHOG à la mode IS OFF THE MENU TONIGHT!


ACCEPT YOUR ICY TOMB!
THERE IS NOWHERE TO RUN, QUICKSTER!
NOWHERE TO HIDE!
NAH...
GRAAAH!
...YOU TAKE IT!

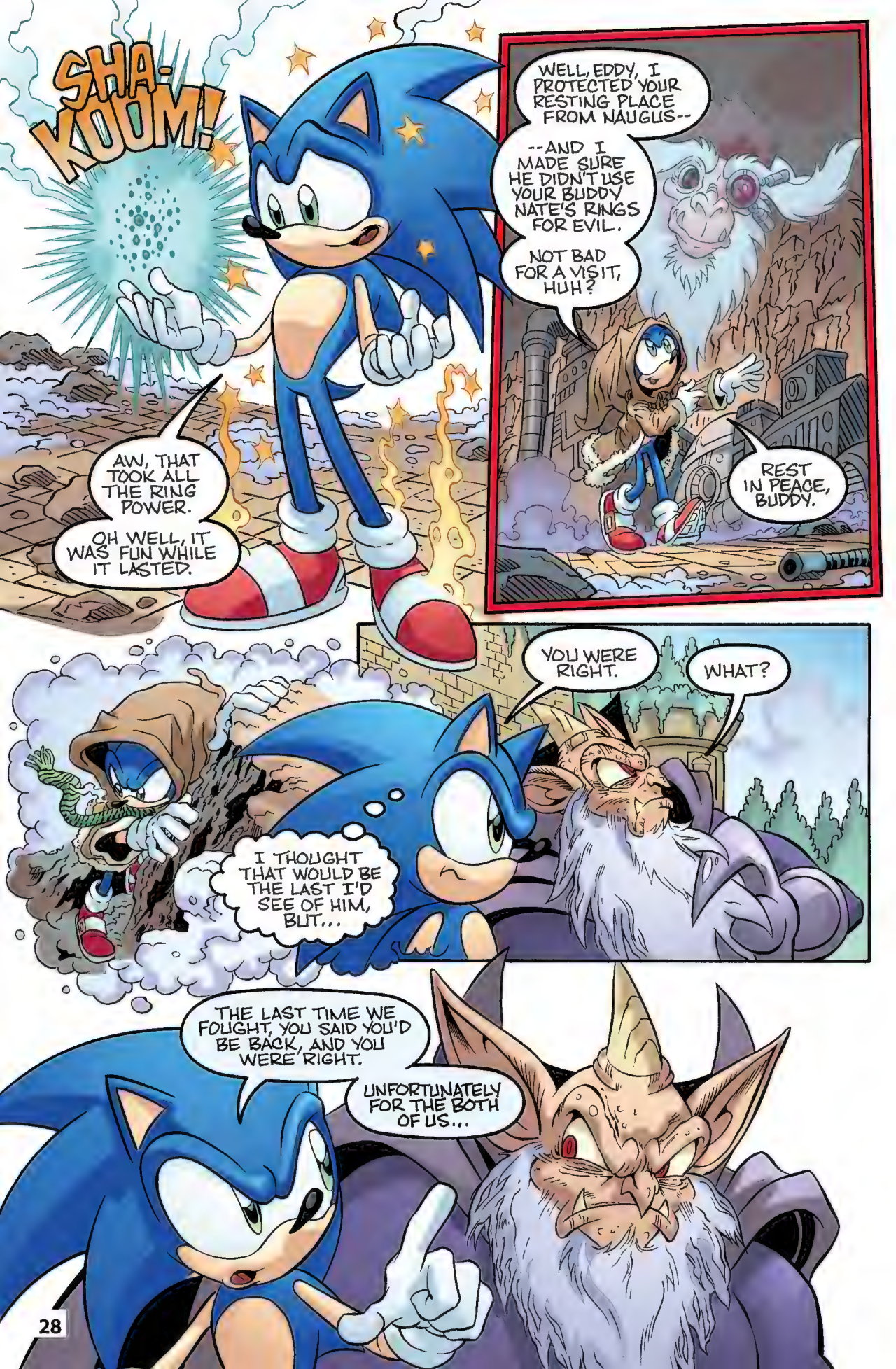
I ALWAYS KNEW YOU WERE COLD-HEARTED, BUT THIS IS RIDICULOUS!
SO, WHAT SHOULD WE CALL YOU NOW?
ICE-ISS NAUGUS?
IXIS NANOOK?
OOH! NAUGUSICLE!
UH-OH.
rrrgh...
RRRRAGH!

THIS IS HOW YOU WILL END, QUICKSTER!
IN FIRE--
FWOOSH!
--AND ICE!


THIS IS NUTS!
I CAN'T KEEP UP THE PACE WHILE NAUGUS IS IN HIS ELEMENT...
...WHICH IS, Y'KNOW, ALL OF THEM...
"IF ONLY I COULD GET A RING OR TWO. THAT WOULD GIVE ME THE EDGE I NEED."
BUT THEN NAUGUS WOULD GRAB SOME TOO, AND IT'D ONLY GET WORSE.
...UNLESS...

ARROGANT WHELP!
HEADS-UP, IXIS NOOGIE!
I'M COMIN' RIGHT ATCHA!
UGH!
I AM IXIS NAUGUS! THE ELEMENTS ARE MINE TO COMMAND!
INCLUDING THE STONE OF THIS VERY MOUNTAIN!
ENJOY YOUR NEW TOMB!
HAHAHAHA!
I WILL, ALONG WITH ALL THE RINGS YOU BURIED WITH ME!
NO!

I'LL ADMIT, I DON'T HAVE A LOT OF FINESSE WITH THIS KIND OF POWER...
SHR-KOOM!
...BUT IT'S ENOUGH TO SEND YOU BACK TO YOUR CREEPY ZONE!
CURSE YOU, SONIC!
THIS IS NOT THE END OF IT! MOBOTROPOLIS WILL BE MINE! I WILL RETURN!
I WILL RETURNNNNNNN!
YEAH, WELL, NO HURRY.


SHA-KOOM!
AW, THAT TOOK ALL THE RING POWER.
OH WELL, IT WAS FUN WHILE IT LASTED.
WELL, EDDY, I PROTECTED YOUR RESTING PLACE FROM NAUGUS--
--AND I MADE SURE HE DIDN'T USE YOUR BUDDY NATE'S RINGS FOR EVIL.
NOT BAD FOR A VISIT, HUH?
REST IN PEACE, BUDDY.
YOU WERE RIGHT.
WHAT?
I THOUGHT THAT WOULD BE THE LAST I'D SEE OF HIM, BUT...
THE LAST TIME WE FOUGHT, YOU SAID YOU'D BE BACK, AND YOU WERE RIGHT.
UNFORTUNATELY FOR THE BOTH OF US...

... THE SAME GOES FOR DR. EGGMAN.
THE END... FOR NOW!
THE ADVENTURE CONTINUES IN
SONIC: GENESIS
GRAPHIC NOVEL ON SALE NOW!
SONIC: GENESIS
FLYNN
SPAZIANTE
YARDLEY

SONIC SUPER SPECIAL COMIC FEATURE:

PREVIOUSLY...

SILVER THE HEDGEHOG IS FROM THE **DISTANT FUTURE** OF **SONIC'S WORLD,** A LAND TORN APART BY **CHAOS AND DESTRUCTION.** IN THIS WORLD, SILVER HONES HIS **PSYCHOKINETIC** ABILITIES BY RECONTSTRUCTING THE RUINS THAT HE CALLS HOME.

THROUGH HIS RESEARCH, SILVER LEARNED THAT THERE WAS A **TRAITOR** AMONGST SONIC'S CREW OF **FREEDOM FIGHTERS**. WISHING TO FIX THE WORLD OF THE OBLIVION THAT SURROUNDED HIM, SILVER LEARNED TO **TIME TRAVEL** IN ORDER TO SET THINGS RIGHT IN THE PAST. SILVER HOPES THAT BY REMOVING THE TRAITOR, HE WILL CREATE A **BETTER FUTURE** FOR HIMSELF AND THOSE HE HOLDS DEAR...

DID YOU KNOW...

Silver was first introduced into the Sonic franchise in 2006's *Sonic the Hedgehog* video game which was made to commemorate Sonic's 15th anniversary. For Sonic's 16th anniversary, Shadow the Hedgehog was introduced. These characters also share other unique similarities, as both Shadow and Silver were brought in during milestone events.

FUTURE TENSE

3437 P.X.E.

200 YEARS FROM NOW...

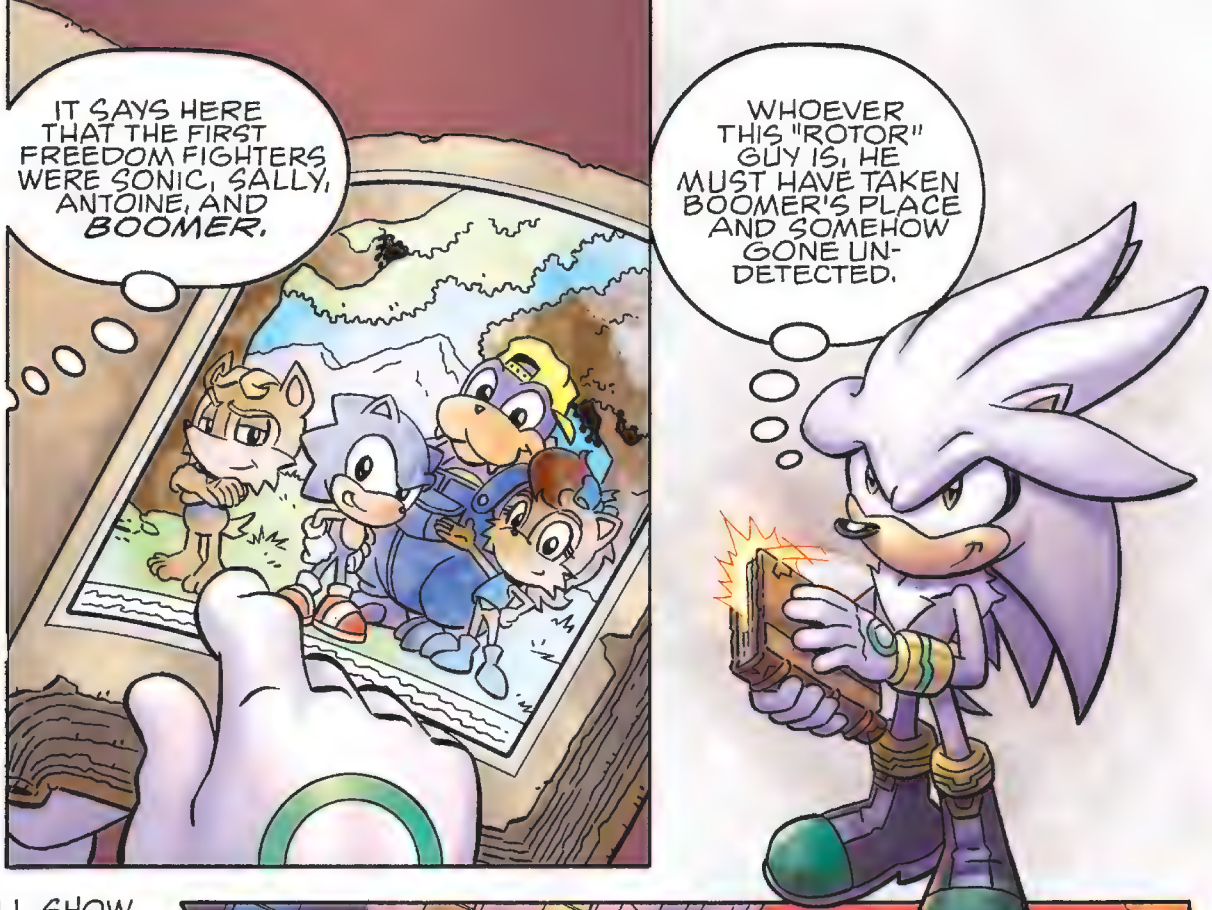
ONYX ISLAND...

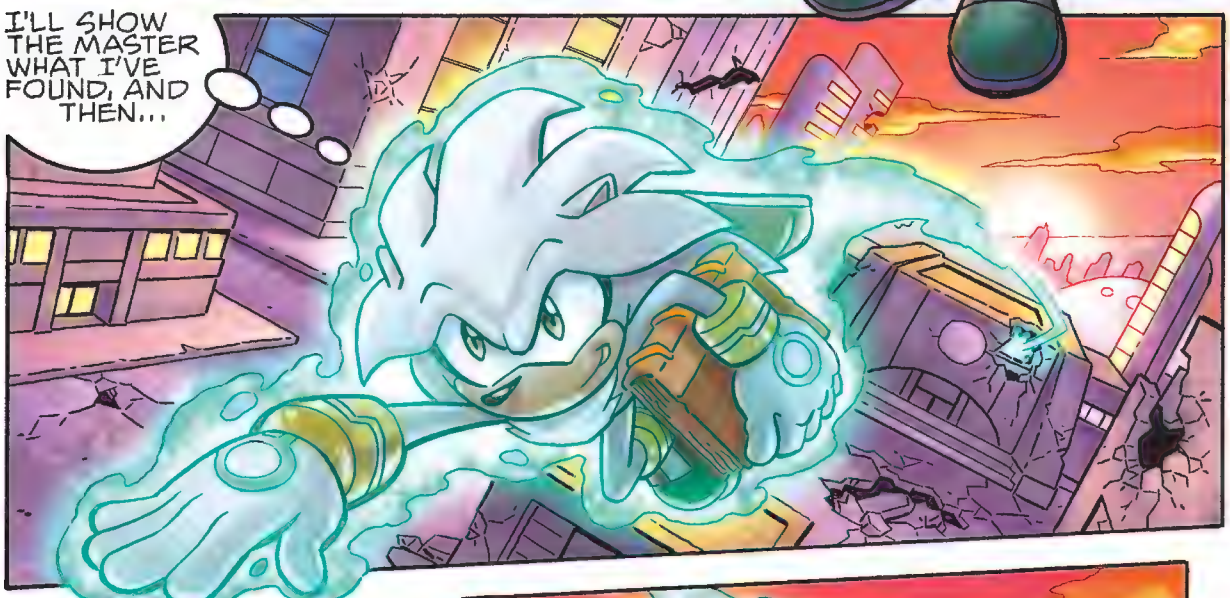
Part One

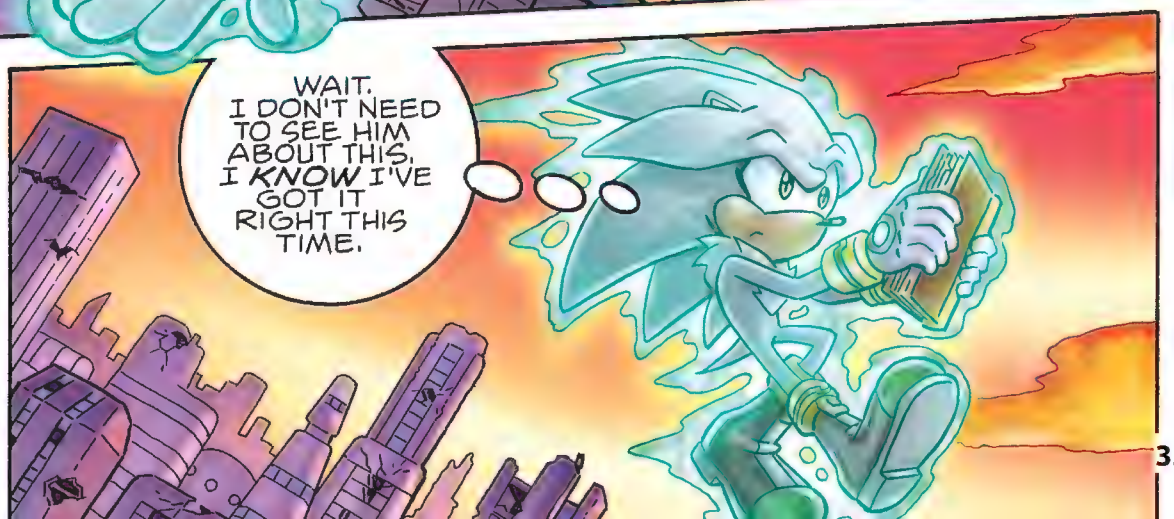
Writer: IAN FLYNN
Pencils: JAMAL PEPPERS
Inks: TERRY AUSTIN
Colors: RAY DILLON
Letters: JOHN WORKMAN

I'LL HAVE TO THANK EDMUND FOR LETTING ME DO MY RESEARCH HERE...

...BECAUSE THIS JUST PROVED WHO THE TRAITOR IS!


IT SAYS HERE THAT THE FIRST FREEDOM FIGHTERS WERE SONIC, SALLY, ANTOINE, AND BOOMER.
WHOEVER THIS "ROTOR" GUY IS, HE MUST HAVE TAKEN BOOMER'S PLACE AND SOMEHOW GONE UN-DETECTED.

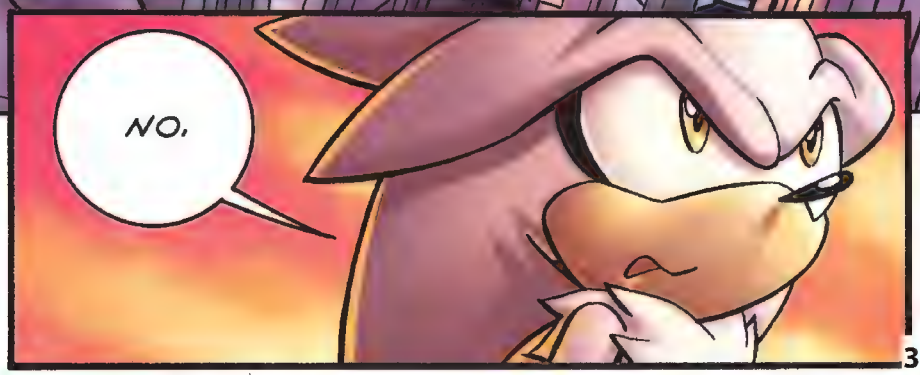

I'LL SHOW THE MASTER WHAT I'VE FOUND, AND THEN...


WAIT. I DON'T NEED TO SEE HIM ABOUT THIS. I KNOW I'VE GOT IT RIGHT THIS TIME.

I'LL HANDLE THIS ALL BY MY-SELF.
FWOMP
"AND NO SUPER WARP RING THIS TIME. I'M CON-FIDENT IN USING THE POWER OF THE TIME STONES NOW."
NOW! TO GO BACK AND ...DESTROY... THE TRAITOR!
...BECAUSE IT HAS TO BE DONE!
...MUST BE DONE!

ARGH. CAN I REALLY GO THAT FAR? CAN I REALLY JUST DESTROY SOMEONE FOR A CRIME THEY HAVEN'T COMMITTED YET?

MAYBE ...MAYBE I'LL JUST TALK TO HIM... CONVINCE HIM NOT TO...


NO.

HE DID THIS TO HIS FUTURE.
HE DID THIS TO MY PAST.
I'LL SAVE BOTH OUR TIMES AND BOTH OUR WORLDS! CHRONOS CONTROL!
BRLN-DING

FUTURE TENSE
PART TWO

3437 P.X.E.

200 YEARS FROM NOW...

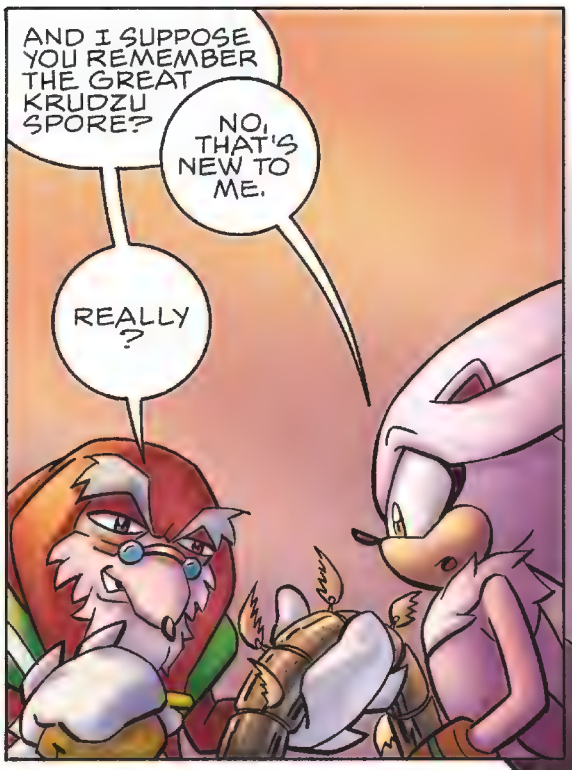
ONYX ISLAND.

BRLW-DING!

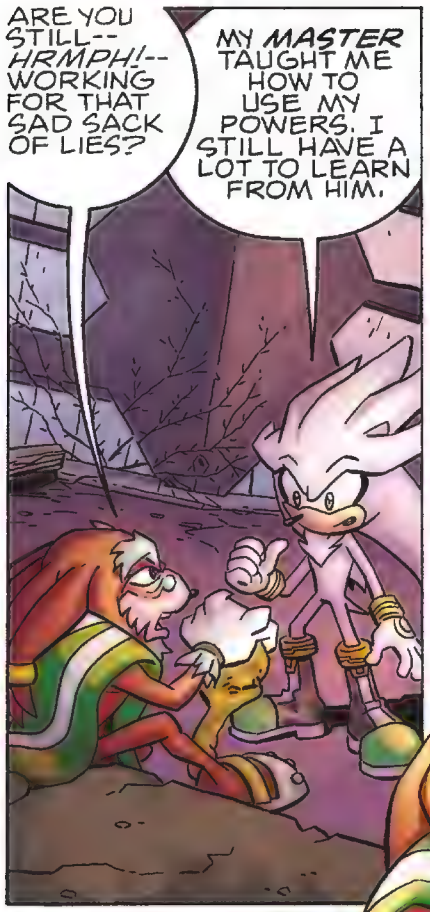
...WELL, THAT WAS EMBARRASSING...

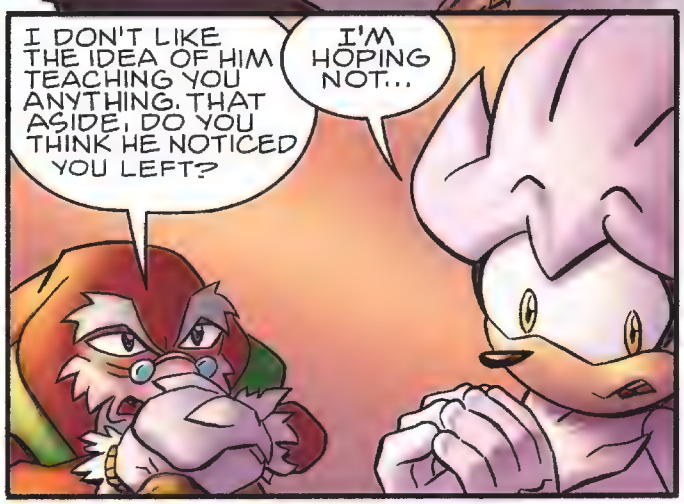
Writer:
IAN FLYNN
Pencils:
JAMAL PEPPERS
Inks:
TERRY AUSTIN
Colors:
RAY DILLON
Letters:
JOHN WORKMAN

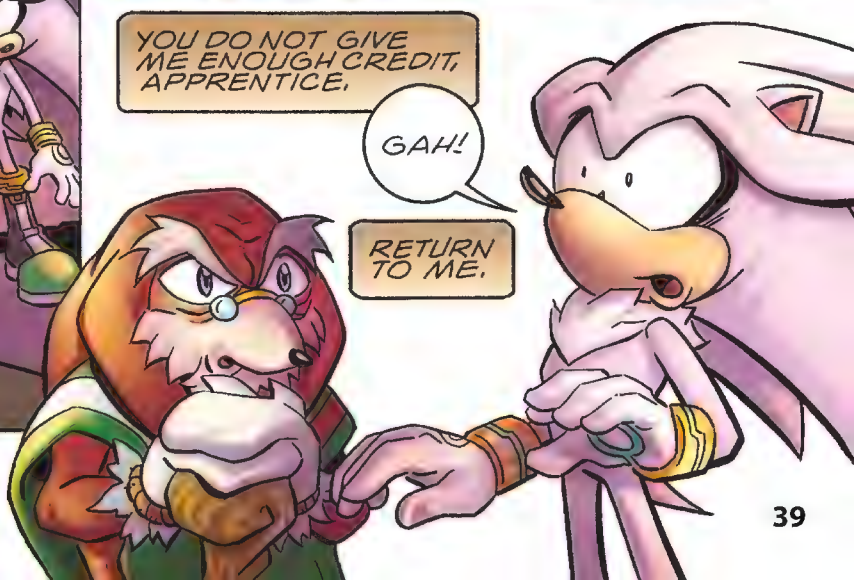
OH, RIGHT! THE BOY WITH THE FUNNY HAIR OUT TO SAVE ALL OF TIME. HOW'D THAT WORK OUT FOR YOU?
NOT SO GOOD. THANK YOU FOR LETTING ME DO MY RESEARCH, THOUGH.
I DID? BAH. I'M OVER A HUNDRED YEARS OLD. I WAS BOUND TO GO SENILE ONE OF THESE DAYS.
IT'S NOT THAT, SIR. YOU DON'T REMEMBER BECAUSE I'VE BEEN DE-SYNCHED FROM TIME.
DON'T PATRONIZE ME, SLIVER.
SILVER.
I MEAN IT, THOUGH.
EVERY TIME I CHANGE SOMETHING IN THE PAST, IT CHANGES THINGS HERE. WHEN I COME BACK TO THIS POINT IN TIME, I'M UNAFFECTED BY THE CHANGE, BUT YOU'VE LIVED THROUGH IT AND DON'T NOTICE IT.
UH-HUH.
AND WAS THE ARK BURNING ON THE HORIZON LIKE THAT WHEN YOU LEFT?
UNFORTUNATELY, YES. IT HAS BEEN FOR YEARS.

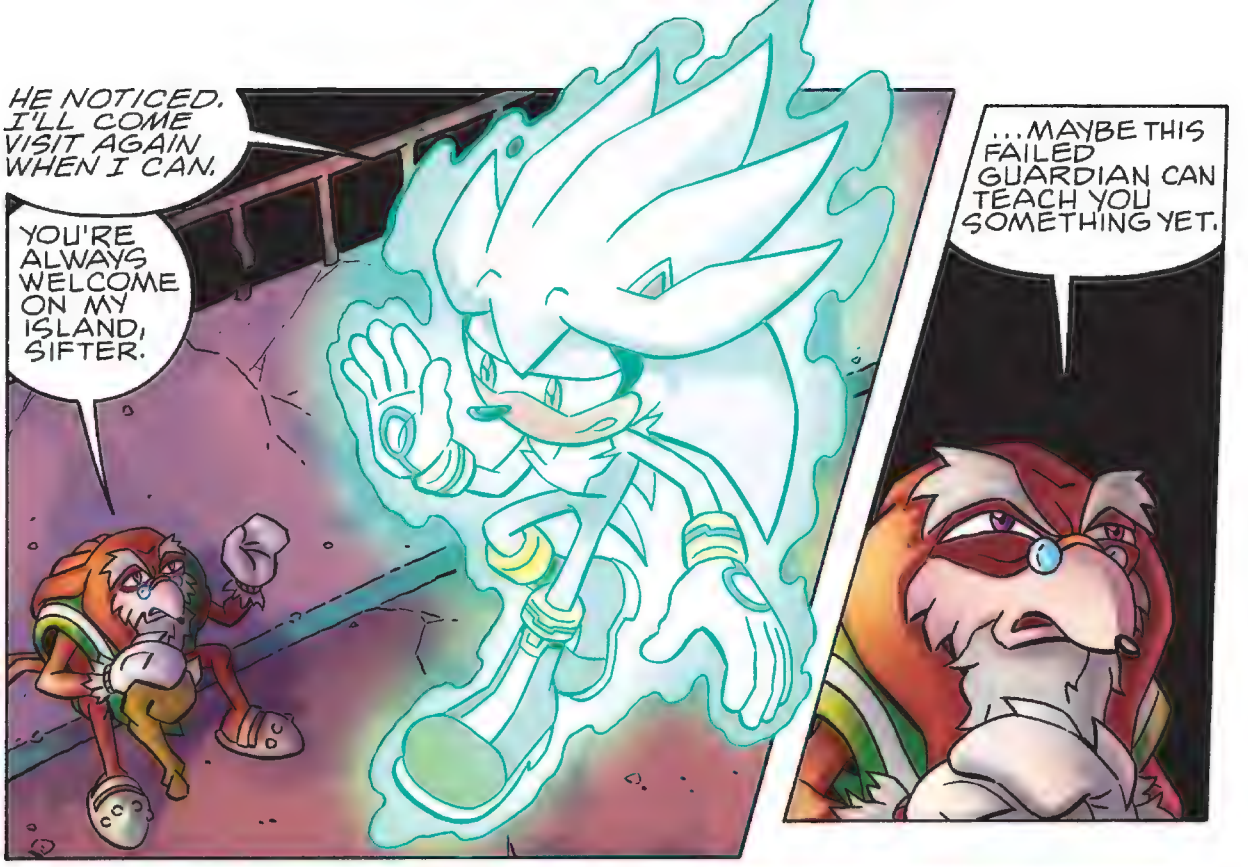

AND I SUPPOSE YOU REMEMBER THE GREAT KRUDZU SPORE?
NO, THAT'S NEW TO ME.
REALLY ?

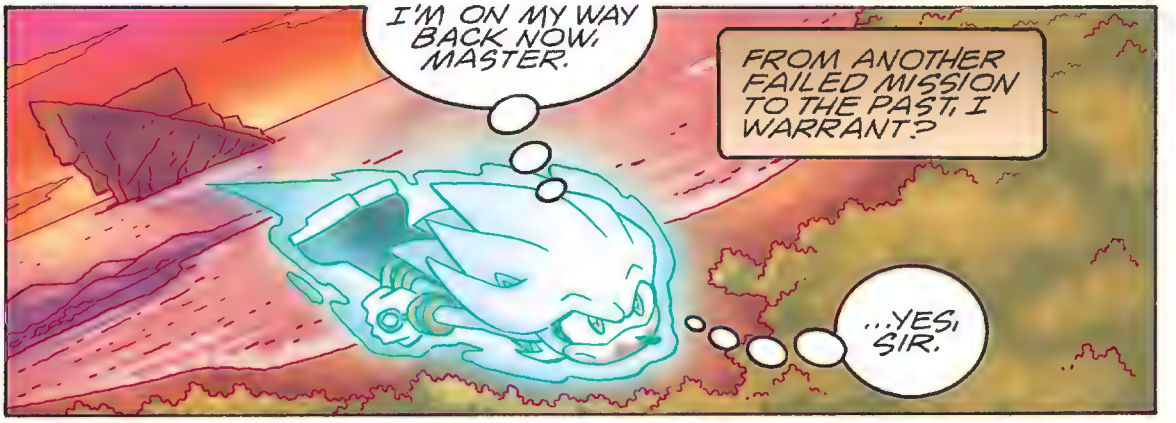
TOO BAD. YOU WERE QUITE THE MARVEL WHEN YOU DESTROYED THE ROOT.
I WAS ?
HEH HEH-- WHAT CAN I SAY?
TIME TRAVEL.

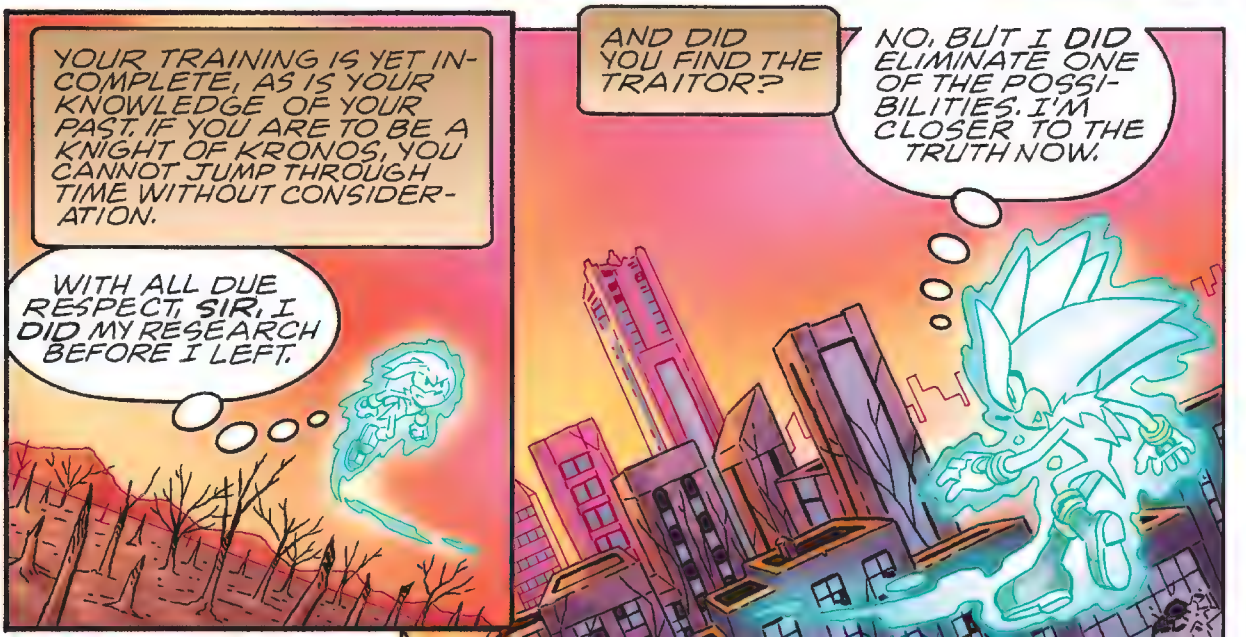

ARE YOU STILL-- HRMPH!-- WORKING FOR THAT SAD SACK OF LIES?
MY MASTER TAUGHT ME HOW TO USE MY POWERS. I STILL HAVE A LOT TO LEARN FROM HIM.


I DON'T LIKE THE IDEA OF HIM TEACHING YOU ANYTHING. THAT ASIDE, DO YOU THINK HE NOTICED YOU LEFT?
I'M HOPING NOT...


YOU DO NOT GIVE ME ENOUGH CREDIT, APPRENTICE.
GAH!
RETURN TO ME.


HE NOTICED. I'LL COME VISIT AGAIN WHEN I CAN.
YOU'RE ALWAYS WELCOME ON MY ISLAND, SIFTER.
...MAYBE THIS FAILED GUARDIAN CAN TEACH YOU SOMETHING YET.


I'M ON MY WAY BACK NOW, MASTER.
FROM ANOTHER FAILED MISSION TO THE PAST, I WARRANT?
...YES, SIR.

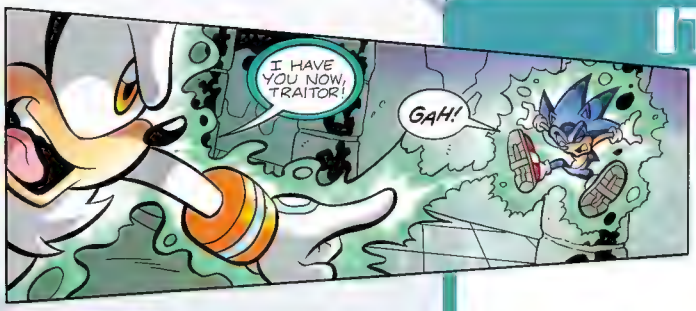

YOUR TRAINING IS YET INCOMPLETE, AS IS YOUR KNOWLEDGE OF YOUR PAST. IF YOU ARE TO BE A KNIGHT OF KRONOS, YOU CANNOT JUMP THROUGH TIME WITHOUT CONSIDERATION.
WITH ALL DUE RESPECT, SIR, I DID MY RESEARCH BEFORE I LEFT.
AND DID YOU FIND THE TRAITOR?
NO, BUT I DID ELIMINATE ONE OF THE POSSIBILITIES. I'M CLOSER TO THE TRUTH NOW.

AH, "THE TRUTH." CAN WE TRULY ASCERTAIN WHAT "THE TRUTH"IS? IF IT IS AS WE PERCEIVE IT, AND IF OUR PERCEPTIONS ARE INHERENTLY BIASED, IS "THE TRUTH" ITSELF ETERNALLY MALLEABLE?
YOU'VE LOST ME, SIR. AM I STILL GETTING YELLED AT?
I DO NOT YELL, CHILD. I MERELY CHASTISE. YOU ARE GIFTED WITH IMMEASURABLE POWER, AND I WISH ONLY TO SAVE YOU FROM MAKING THE SAME MISTAKES I MADE IN THE PAST.
IT'S HARD TO BELIEVE SOMEONE AS WISE AS YOU COULD MAKE MISTAKES, SIR.
I MADE MANY, AND MOST OF THEM DIRE, I AM SAD TO SAY.
I STILL DON'T BELIEVE IT. CAN WE GO BACK TO TALKING NOW? I'M NO GOOD WITH TELEPATHY, AND I'VE GOT A HEADACHE...
OF COURSE. OF COURSE.
PREPARE US DINNER FOR THE EVENING, AND WE SHALL REFLECT UPON YOUR LATEST ADVENTURE.
RIGHT AWAY...
...MAMMOTH MOGUL.
THE END

CHARACTER FEATURE: SILVER™ THE HEDGEHOG

IN SEARCH OF THE TRAITOR

THE MANY TRIALS AND ERRORS IN SILVER THE HEDGEHOG'S HUNT FOR THE "TRAITOR" TO THE FREEDOM FIGHTERS.



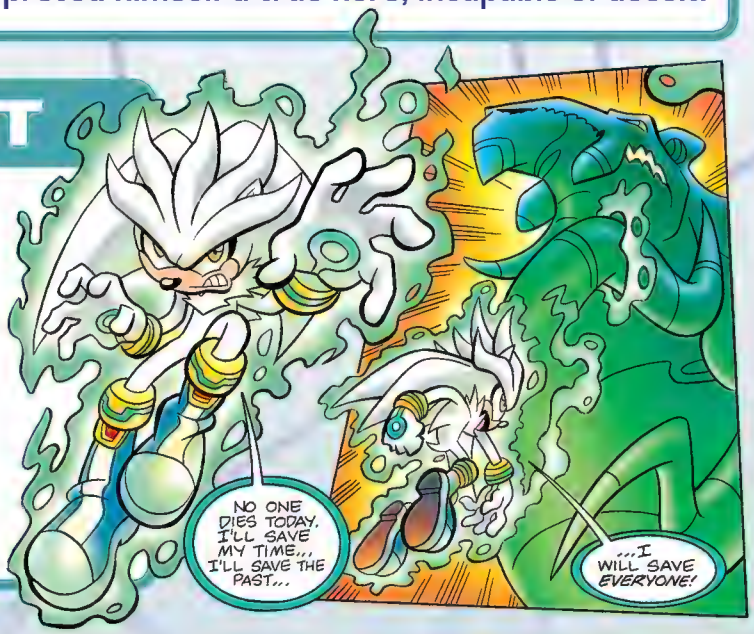
IT'S NO USE!

When his quest began, Silver first believed Sonic the Hedgehog to be the notorious "traitor" as prophesied in the future. It seemed like a good place to start, because who else would have the power to destroy a whole team? But Sonic proved himself a true hero, incapable of deceit.

TRAITOR? TRY AGAIN!

FUTURE FIGHT

Silver's search was sidelined as he dealt with another past threat, preventing Perfect Tikhaos from drowning the world. Multiple timelines didn't provide him with any new clues, and Silver returned home no closer to uncovering the identity of the traitor.



CHILL OUT

Next, Silver sought out Rotor Walrus, who had gone by "Boomer" in the early days of the Freedom Fighters. Silver assumed that Rotor had infiltrated the team by destroying this "Boomer" and attacked. After the name confusion was cleared up, an embarrassed Silver returned to his future.

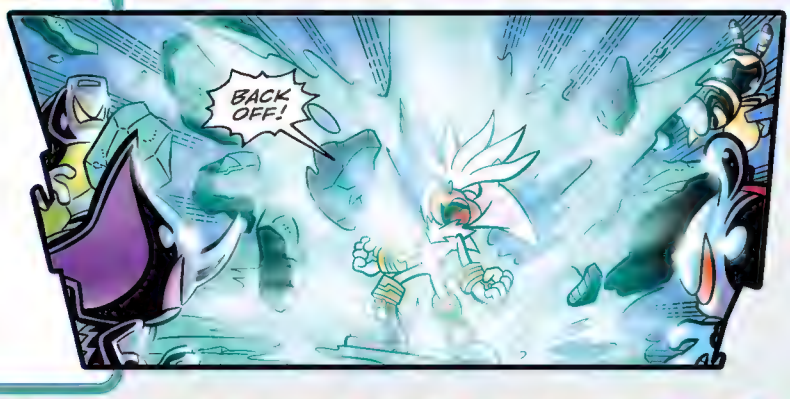
TRAITOR? TRY AGAIN!

SILVER THE HEDGEHOG

IN SEARCH OF THE TRAITOR

PRELATE PARTY

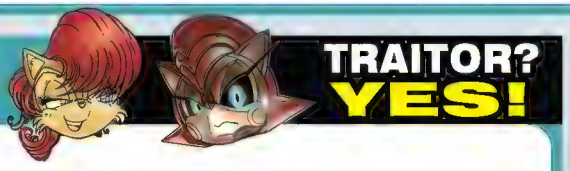
Silver was sidetracked again as a sinister "Prelate" (a super-powerful metallic being) from yet another alternate past lured him to a "Dark Mobius." As he fought for his life and the fate of a world, Silver learned that power without thought or discipline behind it was useless.



AMBIGUOUS ACE

A little wiser from his travels to "Dark Mobius", Silver returned to the past. His other leads – Antoine and Bunnie D'Coolette – proved very wrong very quickly. Frustrated and desperate, Silver finally struck good fortune when a master spy offered to help him in his quest in exchange for Silver joining the elite Secret Freedom Fighters.

SAVING SALLY



Finally he had his answer – Sally was revealed to be the traitor, though her treachery was not of her own doing. When Sally saved the world from Dr. Eggman's dreaded "World Roboticizer", she became the villainous "Mecha Sally" and terrorized all free people in the name of Dr. Eggman. But in Silver's time, 200 years of war and disaster clouded this fact, and Sally was simply remembered as the Mecha-monster she had become. Silver has now pledged to save Sally, and in doing so, save his, and everyone's future!

SILVER THE HEDGEHOG

Silver the Hedgehog comes from two hundred years into **Mobius Prime's** future. The future is in perpetual turmoil. Each time Silver travels back in time to solve one issue, another arises and he has to find the new cause of terror. Silver is eager to be a hero, but his tenacity gets the better of him. Sometimes naïve to a fault, his heart is in the right place, but he has a lot to learn.

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #194

Abilities:
ESP – Extra-sensory perception allows him limited telepathy, but only enough to cause limited vertigo or a headache.

Telekinesis – Silver can lift objects many times his size and weight and manipulate them with precision – all with his mind. He can also fly for a limited time, catch projectiles and laser-fire, and short-circuit machinery.

Silver has very few contacts in his time: **Edmund,** the **Last Guardian of Onyx Island** – the half-sunken remains of **Angel Island** – and **Mammoth Mogul.** He was raised by the ancient and ailing Mogul who set him on his quest in find a "traitor" among the **Freedom Fighters** in the past. This quest led to Silver joining the **Secret Freedom Fighters**.

Silver uses the **Orange Time Stone** to travel through time. Due to his constant time-travel, he has become "decoupled" from time. This means that every time he returns home he remains unaltered by the events he changed and must re-learn the history of Mobius each time. This leads to a lot of his confusion.

If he tires himself out overusing his psychic powers, he can recharge by absorbing power rings.

SILVER IN HIS SECRET FREEDOM FIGHTER ATIRE

THE EPIC JOURNEY STARTS HERE!

COUNTDOWN TO CHAOS!

ONLY IN

SONIC™ THE HEDGEHOG

ISSUES 253-256 COLLECT ALL FOUR ADJOINING COVERS BY ARTIST BEN BATES!

THE BRAND NEW STORY ARC

THAT WILL SHAKE SONIC'S WORLD BEGINS THIS OCTOBER!

IN THE AFTERMATH OF THE
WORLDS COLLIDE
SONIC
MEGA MAN
CROSSOVER EVENT...
...WHICH WORLD
WILL LIVE...

...AND WHICH WORLD WILL DIE?
WHEN THE COLLISION ENDS, THE ALL-NEW ACTION BEGINS!

SQUARE BO

JAMES 13

Tracy Yardley!
Hunzeker

SPAZ
Hunzeker

SPAZ

SPAZ

SONIC SUPER SPECIAL SNEAK PREVIEW:

PREVIOUSLY...

SONIC'S BEST BUDDY **MILES "TAILS" PROWER** ISN'T JUST A **SIDEKICK,** HE'S AN **ADVENTURIST** IN HIS OWN RIGHT! A WHILE AGO, TAILS DISCOVERED AN **UNCHARTED** AREA AND DECIDED TO TAKE IT UP AS HIS VERY OWN **ISLAND PARADISE.**

WISHING TO HELP HIS FELLOW **FREEDOM FIGHTERS BUNNIE** AND **ANTOINE** ENJOY A LITTLE R&R FOR THEIR **HONEYMOON**, TAILS FIGURED THE BEST SPOT WOULD BE HIS SECRET ISLAND GETAWAY. HOWEVER, AS TAILS IS ABOUT TO SOON **DISCOVER**, THE SECRET ISLAND WASN'T AS **HIDDEN** AS HE HAD THOUGHT...

DID YOU KNOW...

"The Tails Adventure" storyline was inspired by the 1995 Sega Game Gear videogame "Tails Adventure". The game is available now for digital download on the Nintendo 3DS!

WELCOME TO THE PLANET MOBIUS--A WORLD UNIQUE AND BEYOND WHAT YOU KNOW FROM THE SEGA GAMES! WITH PEACE AT HOME, SOME OF THE HEROIC FREEDOM FIGHTERS TAKE A MOMENT TO RELAX AND GET AWAY FROM IT ALL...

TROUBLE IN PARADISE

PART ONE: "NO REST FOR THE WEARY"

YOU CAN PUT DOWN THE WINDSHIELD DOME IF YOU WANT!

BUNNIE D'COOLETTE THE RABBOT

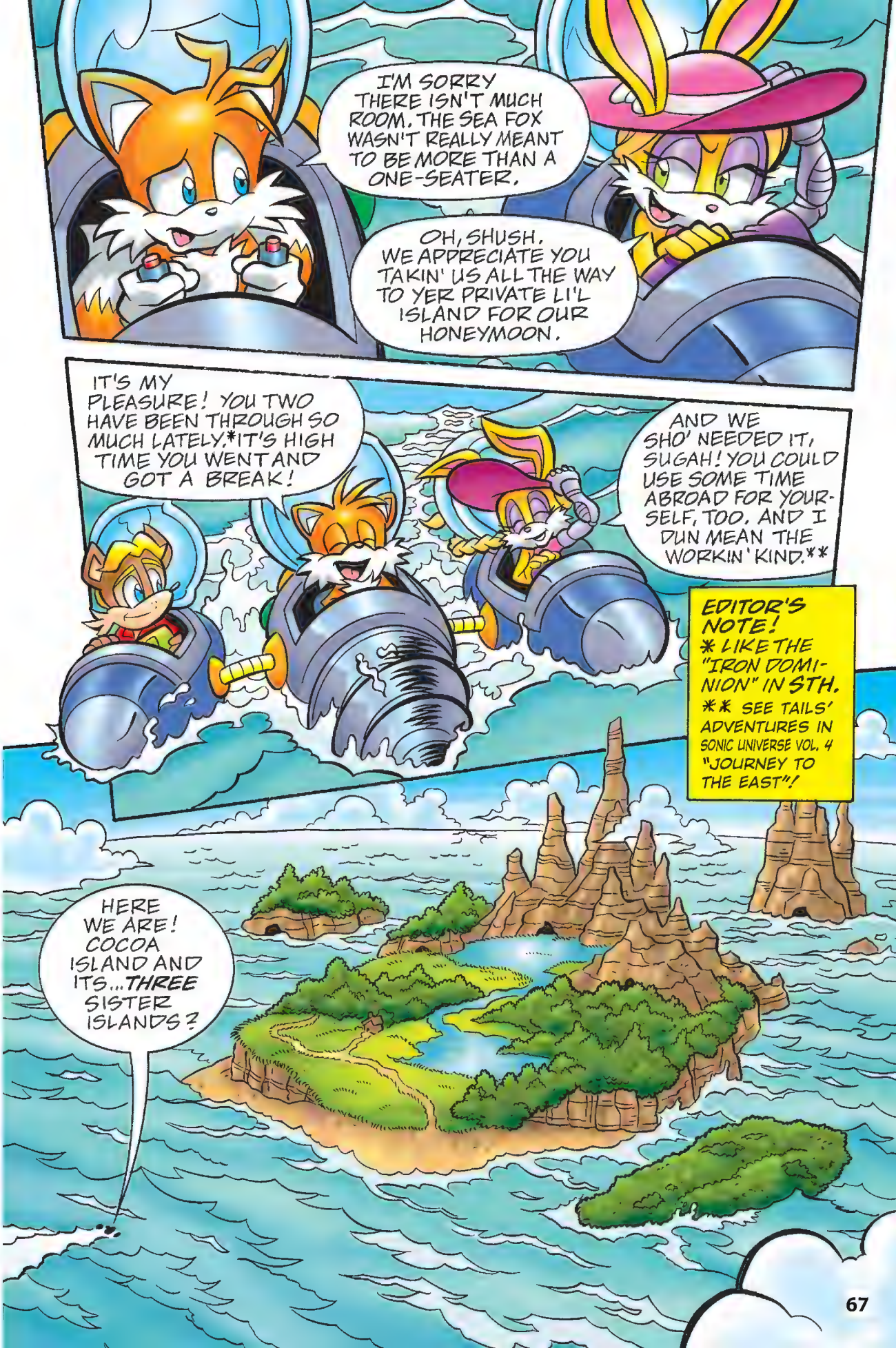
MILES "TAILS" PROWER YOUNG GENIUS

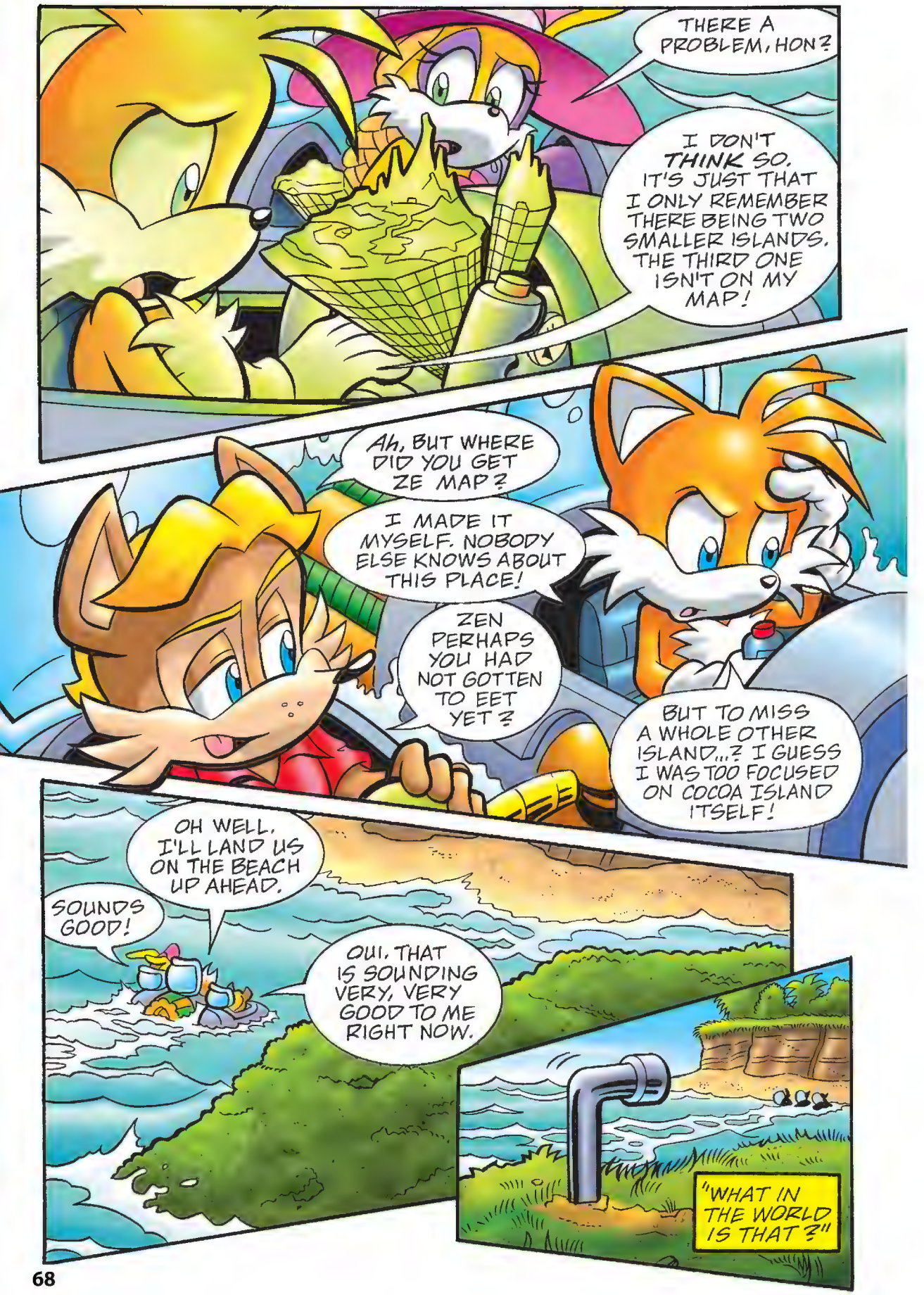
ANTOINE D'COOLETTE SOLDIER'S SON

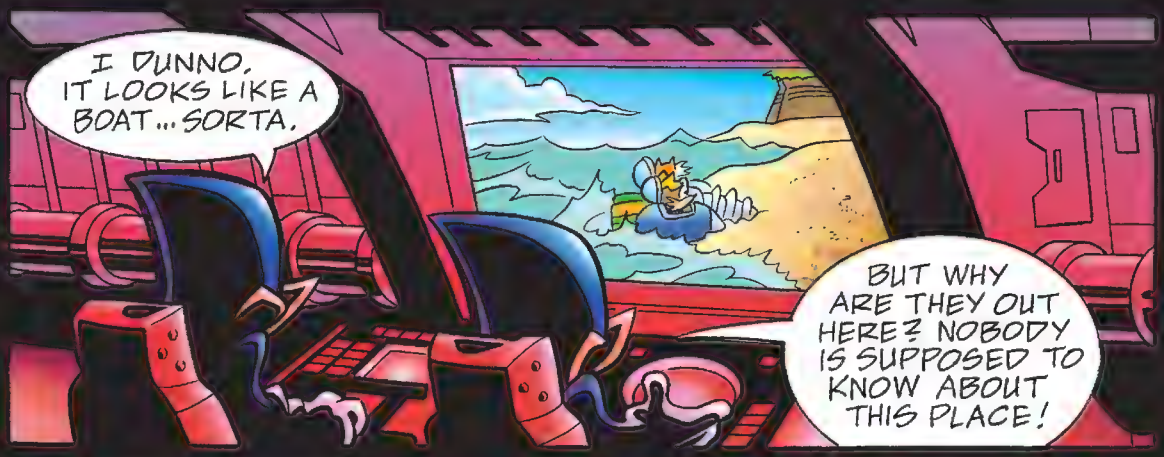
N-NO, THAT IS OKAY. THIS IS =ULP!= THRILLING.

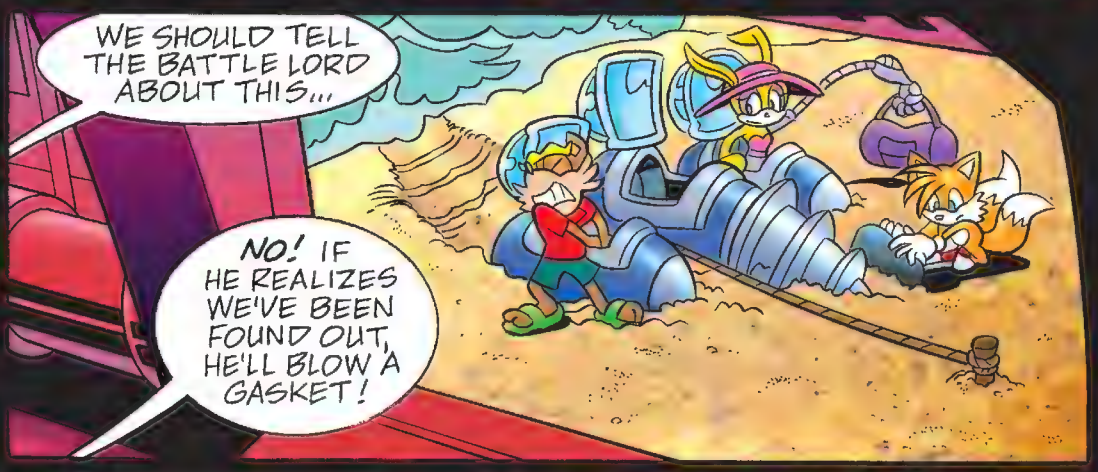
WRITER: IAN FLYNN
PENCILS: TRACY YARDLEY!
INKS: JIM AMASH
COLORS: JASON JENSEN
LETTERS: PHIL FELIX
COVER BY TRACY YARDLEY! & BEN HUNZEKER
ASSISTANT EDITOR: PAUL KAMINSKI
EDITOR/MANAGING EDITOR: MIKE PELLERITO
EDITOR-IN-CHIEF: VICTOR GORELICK

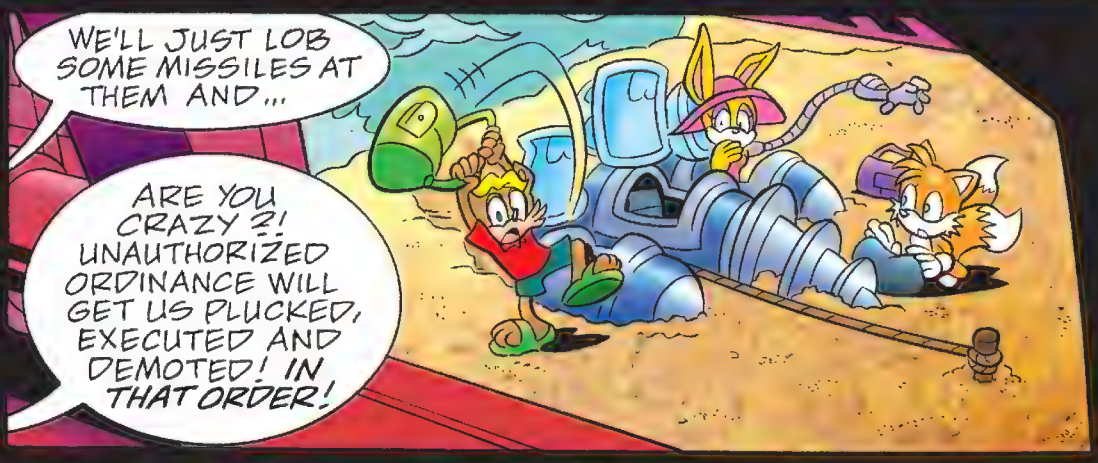
SPECIAL THANKS TO CINDY CHAU & JERRY CHU AT SEGA LICENSING.

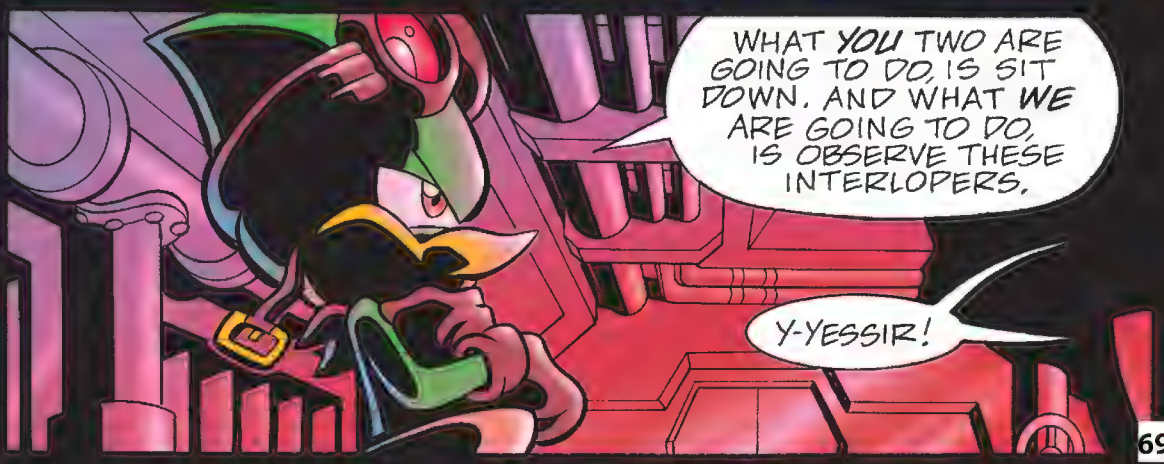

I'M SORRY THERE ISN'T MUCH ROOM. THE SEA FOX WASN'T REALLY MEANT TO BE MORE THAN A ONE-SEATER.
OH, SHUSH. WE APPRECIATE YOU TAKIN' US ALL THE WAY TO YER PRIVATE LI'L ISLAND FOR OUR HONEYMOON.
IT'S MY PLEASURE! YOU TWO HAVE BEEN THROUGH SO MUCH LATELY.* IT'S HIGH TIME YOU WENT AND GOT A BREAK!
AND WE SHO' NEEDED IT, SUGAH! YOU COULD USE SOME TIME ABROAD FOR YOURSELF, TOO. AND I DUN MEAN THE WORKIN' KIND.**
EDITOR'S NOTE!
* LIKE THE "IRON DOMINION" IN STH.
** SEE TAILS' ADVENTURES IN SONIC UNIVERSE VOL. 4 "JOURNEY TO THE EAST"!
HERE WE ARE! COCOA ISLAND AND ITS...THREE SISTER ISLANDS?


THERE A PROBLEM, HON?
I DON'T THINK SO. IT'S JUST THAT I ONLY REMEMBER THERE BEING TWO SMALLER ISLANDS. THE THIRD ONE ISN'T ON MY MAP!
AH, BUT WHERE DID YOU GET ZE MAP?
I MADE IT MYSELF. NOBODY ELSE KNOWS ABOUT THIS PLACE!
ZEN PERHAPS YOU HAD NOT GOTTEN TO EET YET?
BUT TO MISS A WHOLE OTHER ISLAND...? I GUESS I WAS TOO FOCUSED ON COCOA ISLAND ITSELF!
OH WELL, I'LL LAND US ON THE BEACH UP AHEAD.
SOUNDS GOOD!
OUI, THAT IS SOUNDING VERY, VERY GOOD TO ME RIGHT NOW.
"WHAT IN THE WORLD IS THAT?"

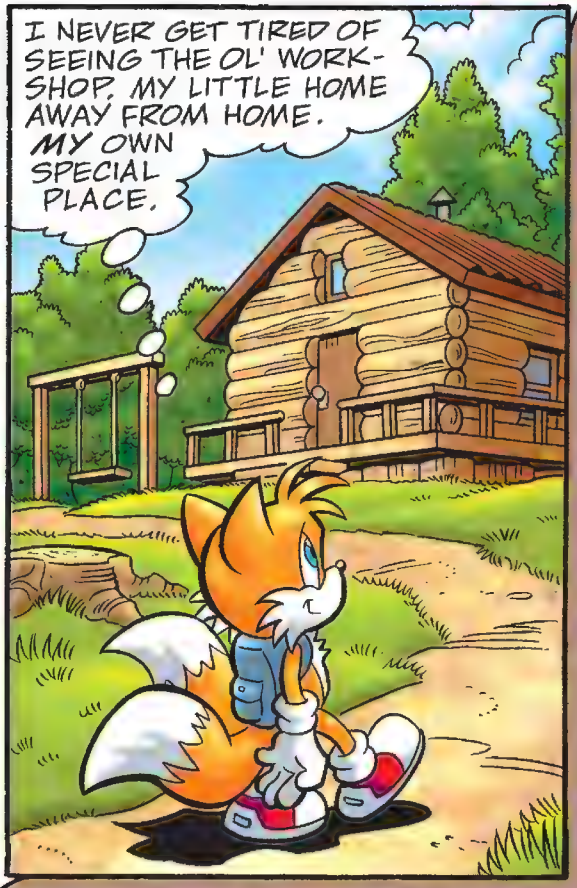

I DUNNO, IT LOOKS LIKE A BOAT... SORTA.
BUT WHY ARE THEY OUT HERE? NOBODY IS SUPPOSED TO KNOW ABOUT THIS PLACE!

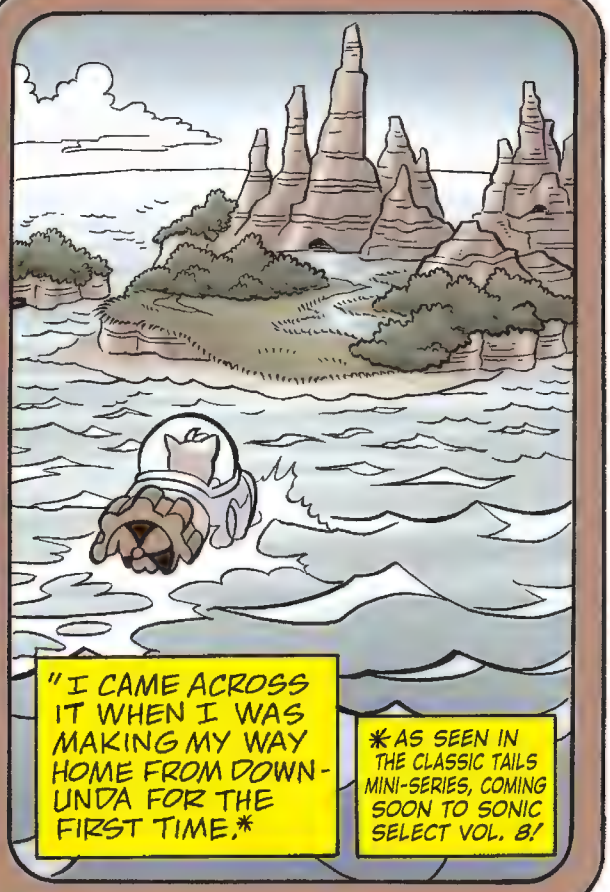

WE SHOULD TELL THE BATTLE LORD ABOUT THIS...
NO! IF HE REALIZES WE'VE BEEN FOUND OUT, HE'LL BLOW A GASKET!

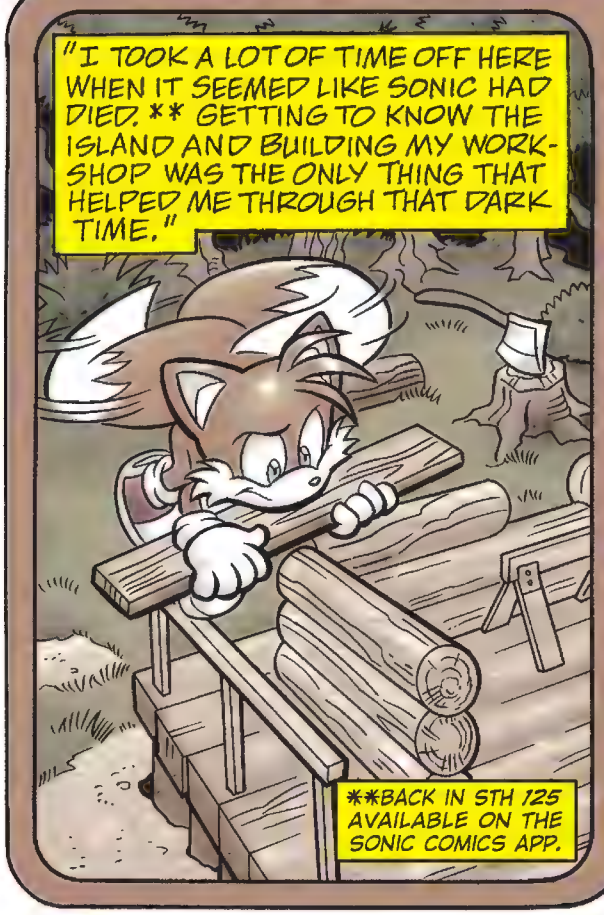

WE'LL JUST LOB SOME MISSILES AT THEM AND...
ARE YOU CRAZY?! UNAUTHORIZED ORDINANCE WILL GET US PLUCKED, EXECUTED AND DEMOTED! IN THAT ORDER!

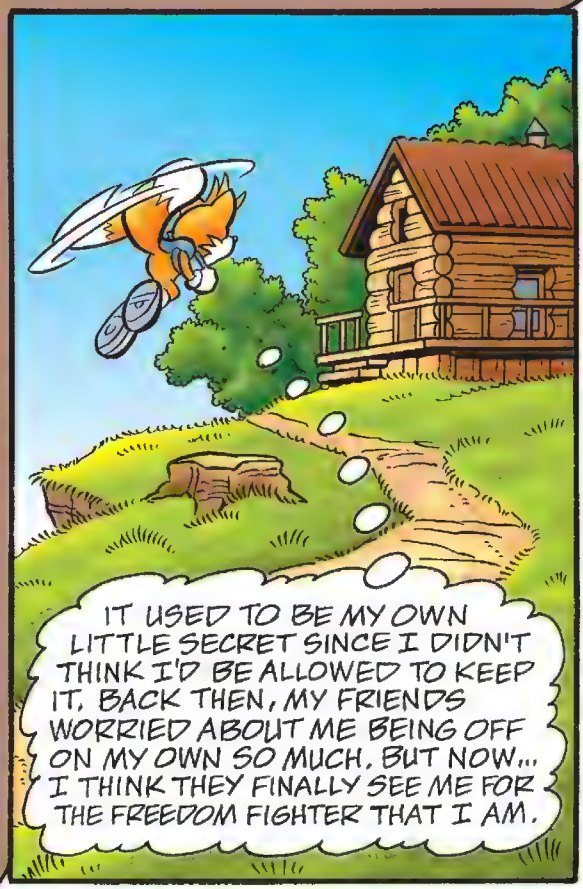

WHAT YOU TWO ARE GOING TO DO, IS SIT DOWN. AND WHAT WE ARE GOING TO DO, IS OBSERVE THESE INTERLOPERS.
Y-YESSIR!

NOW, YER SURE YOU WON'T BE LONESOME ALL BY YOURSELF?
I'LL BE FINE. I'VE GOT PLENTY OF PET PROJECTS IN MY WORKSHOP.
WHAT ABOUT YOU GUYS? YOU WON'T GET BORED OUT HERE, WILL YOU?
DO NOT BE WORRYING, MON AMI.
WE'LL BE FINE.
OKAY. IF YOU CHANGE YOUR MINDS, MY WORKSHOP IS JUST AT THE TOP OF THE CLIFFS!
WE'LL GIVE Y'ALL A HOLLER IF WE COME A-CALLIN'!
YOU WILL PLEASE TO BE DOING THE SAME, OUI?
"WILL WE BE BORED", HE ASKS.
YOU HUSH. HE'S STILL A YOUNG-'UN.

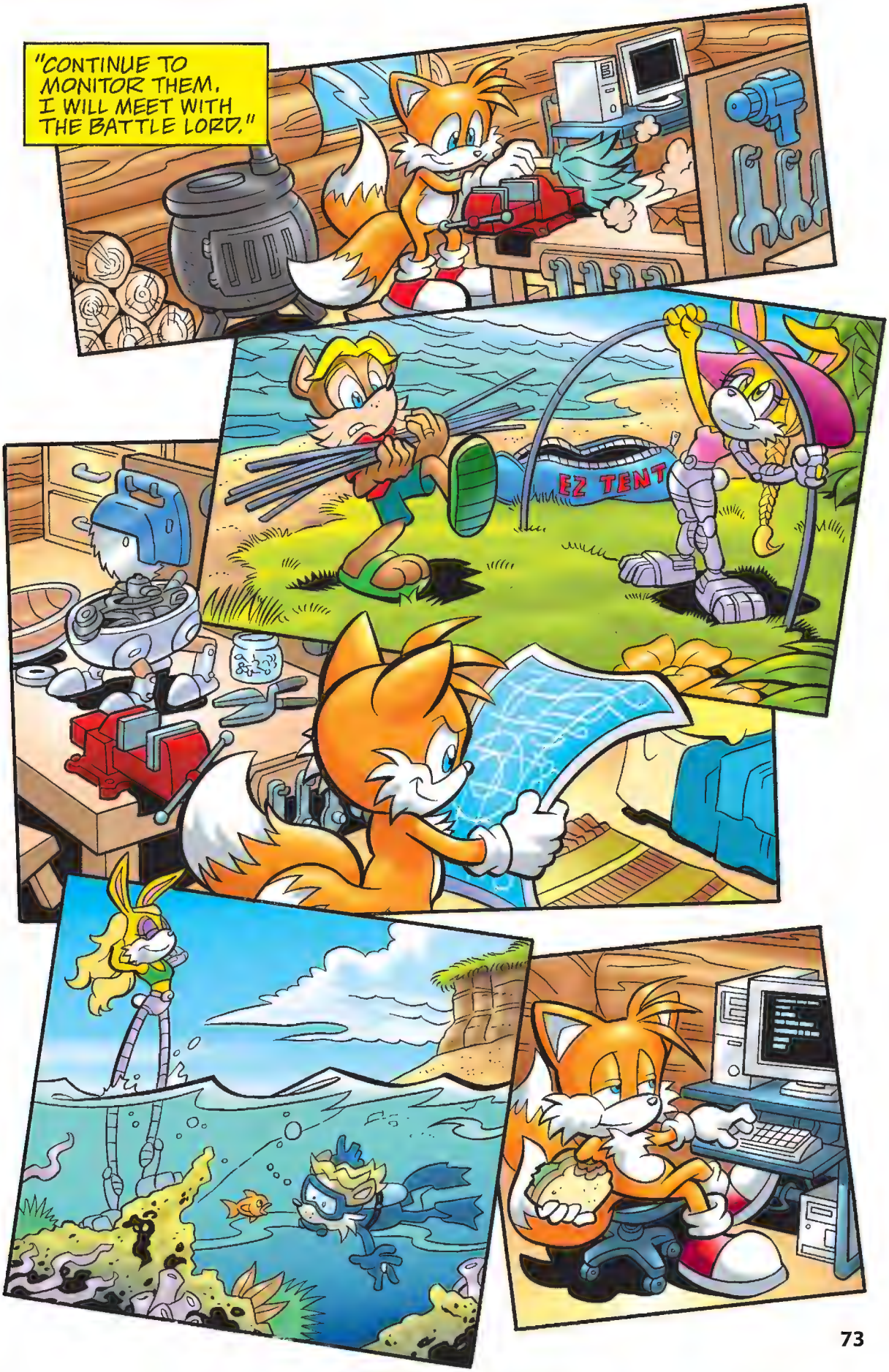

I NEVER GET TIRED OF SEEING THE OL' WORKSHOP, MY LITTLE HOME AWAY FROM HOME. MY OWN SPECIAL PLACE.

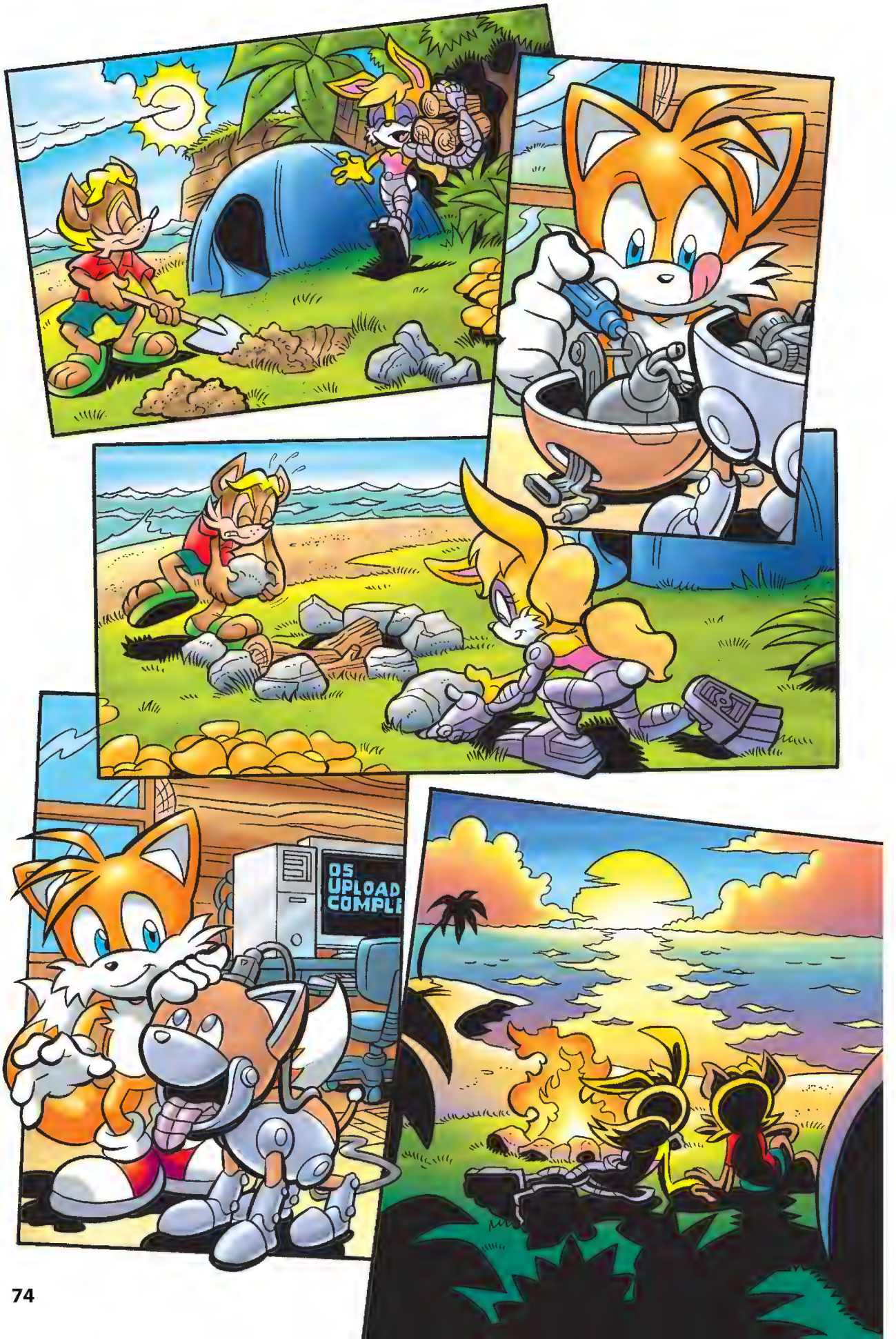

"I CAME ACROSS IT WHEN I WAS MAKING MY WAY HOME FROM DOWN-UNDA FOR THE FIRST TIME.*
*AS SEEN IN THE CLASSIC TAILS MINI-SERIES, COMING SOON TO SONIC SELECT VOL. 8!

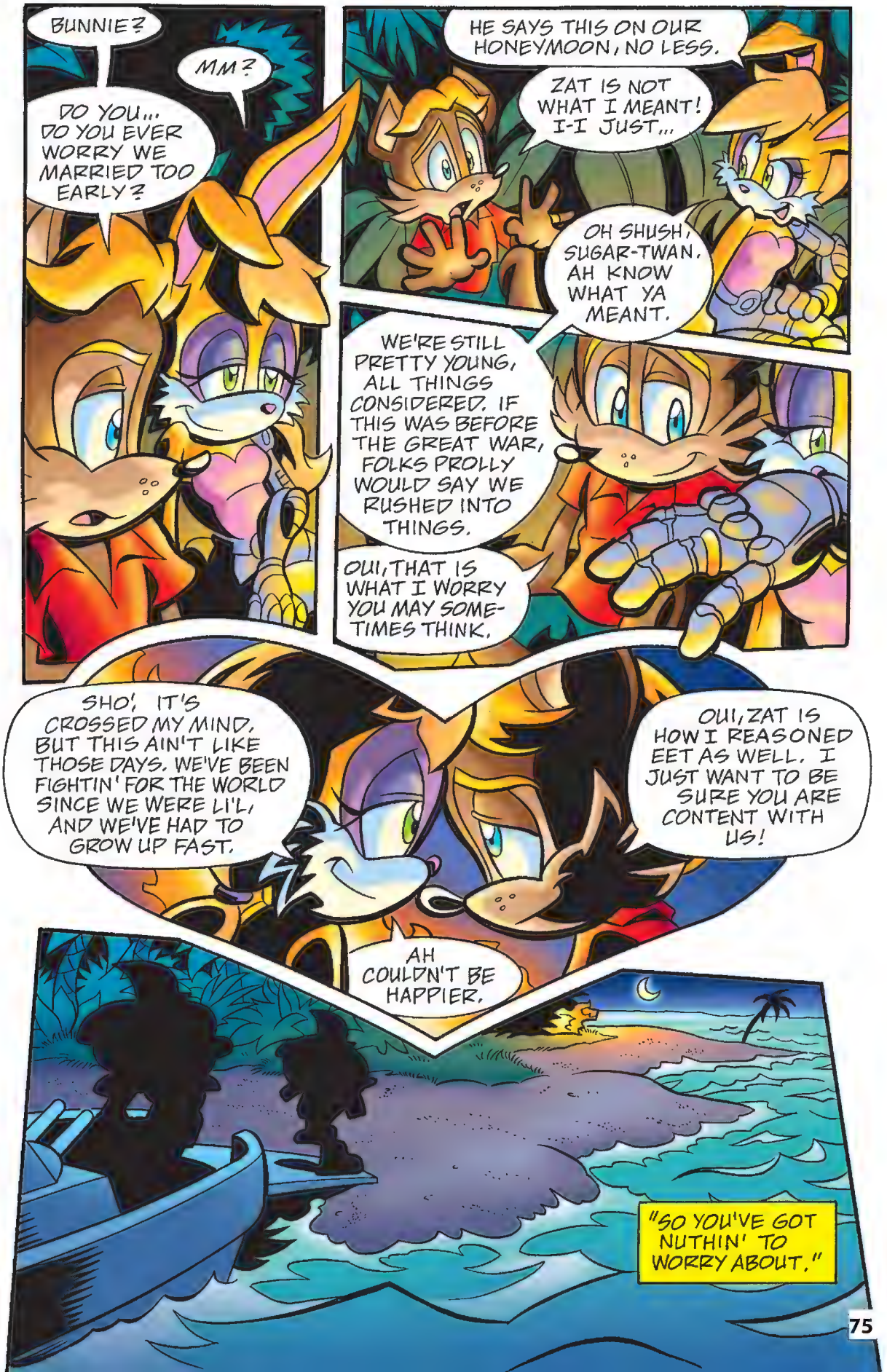

"I TOOK A LOT OF TIME OFF HERE WHEN IT SEEMED LIKE SONIC HAD DIED.** GETTING TO KNOW THE ISLAND AND BUILDING MY WORKSHOP WAS THE ONLY THING THAT HELPED ME THROUGH THAT DARK TIME."
**BACK IN STH 125 AVAILABLE ON THE SONIC COMICS APP.

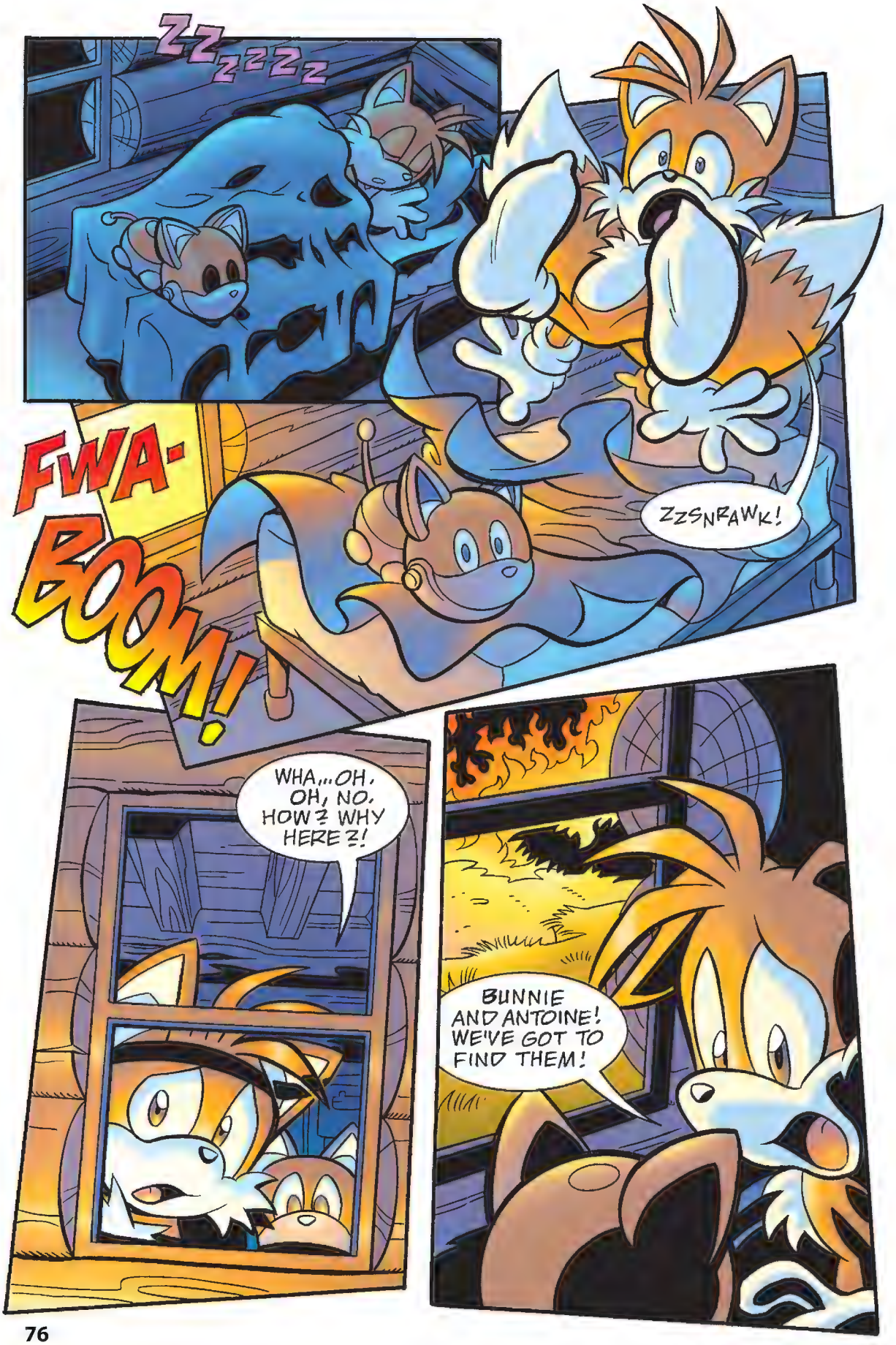

IT USED TO BE MY OWN LITTLE SECRET SINCE I DIDN'T THINK I'D BE ALLOWED TO KEEP IT. BACK THEN, MY FRIENDS WORRIED ABOUT ME BEING OFF ON MY OWN SO MUCH. BUT NOW... I THINK THEY FINALLY SEE ME FOR THE FREEDOM FIGHTER THAT I AM.

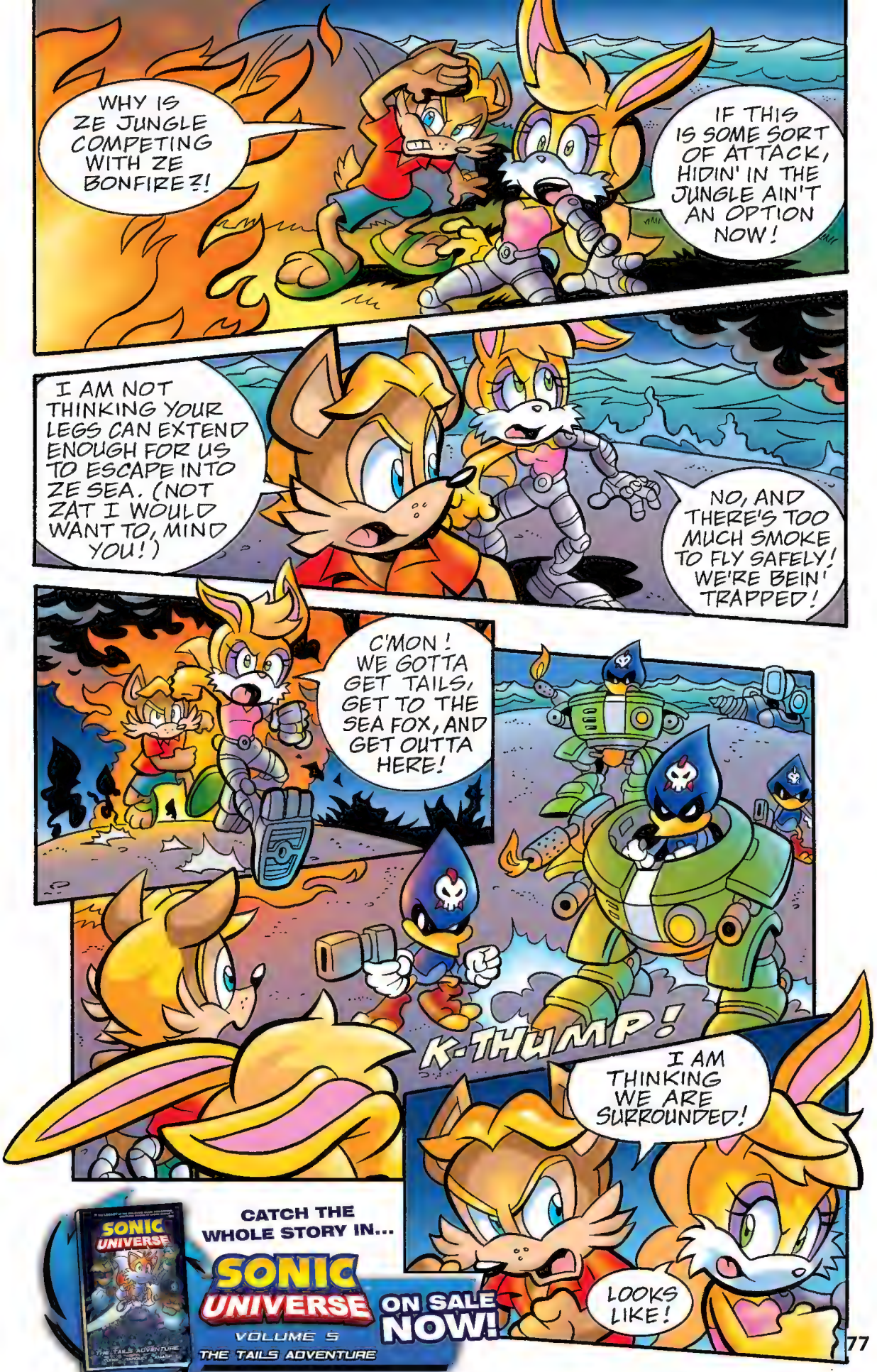
!
DID YOU JUST SEE--?!
IT JUST TOOK OFF LIKE--!
IT'S NOT EVEN A BIRD, BUT A--!!
HOW CAN ITS TAILS EVEN DO THAT?!
HOW--?
WHY--?
I DON'T EVEN--
--CAN'T POSSIBLY--
--EVEN LEGAL?
THE ONLY MOBIANS MEANT TO ENJOY THE SKIES ARE THE BIRDS.


"CONTINUE TO MONITOR THEM. I WILL MEET WITH THE BATTLE LORD."
EZ TENT


05
UPLOAD
COMPLE


BUNNIE?
MM?
DO YOU... DO YOU EVER WORRY WE MARRIED TOO EARLY?
HE SAYS THIS ON OUR HONEYMOON, NO LESS.
ZAT IS NOT WHAT I MEANT! I-I JUST...
OH SHUSH, SUGAR-TWAN. AH KNOW WHAT YA MEANT.
WE'RE STILL PRETTY YOUNG, ALL THINGS CONSIDERED. IF THIS WAS BEFORE THE GREAT WAR, FOLKS PROLLY WOULD SAY WE RUSHED INTO THINGS.
OUI, THAT IS WHAT I WORRY YOU MAY SOMETIMES THINK.
SHO', IT'S CROSSED MY MIND, BUT THIS AIN'T LIKE THOSE DAYS. WE'VE BEEN FIGHTIN' FOR THE WORLD SINCE WE WERE LI'L, AND WE'VE HAD TO GROW UP FAST.
OUI, ZAT IS HOW I REASONED EET AS WELL. I JUST WANT TO BE SURE YOU ARE CONTENT WITH US!
AH COULDN'T BE HAPPIER.
"SO YOU'VE GOT NUTHIN' TO WORRY ABOUT."


ZZZZZZ
FWA-BOOM!
ZZSNRAWK!
WHA...OH, OH, NO. HOW? WHY HERE?!
BUNNIE AND ANTOINE! WE'VE GOT TO FIND THEM!

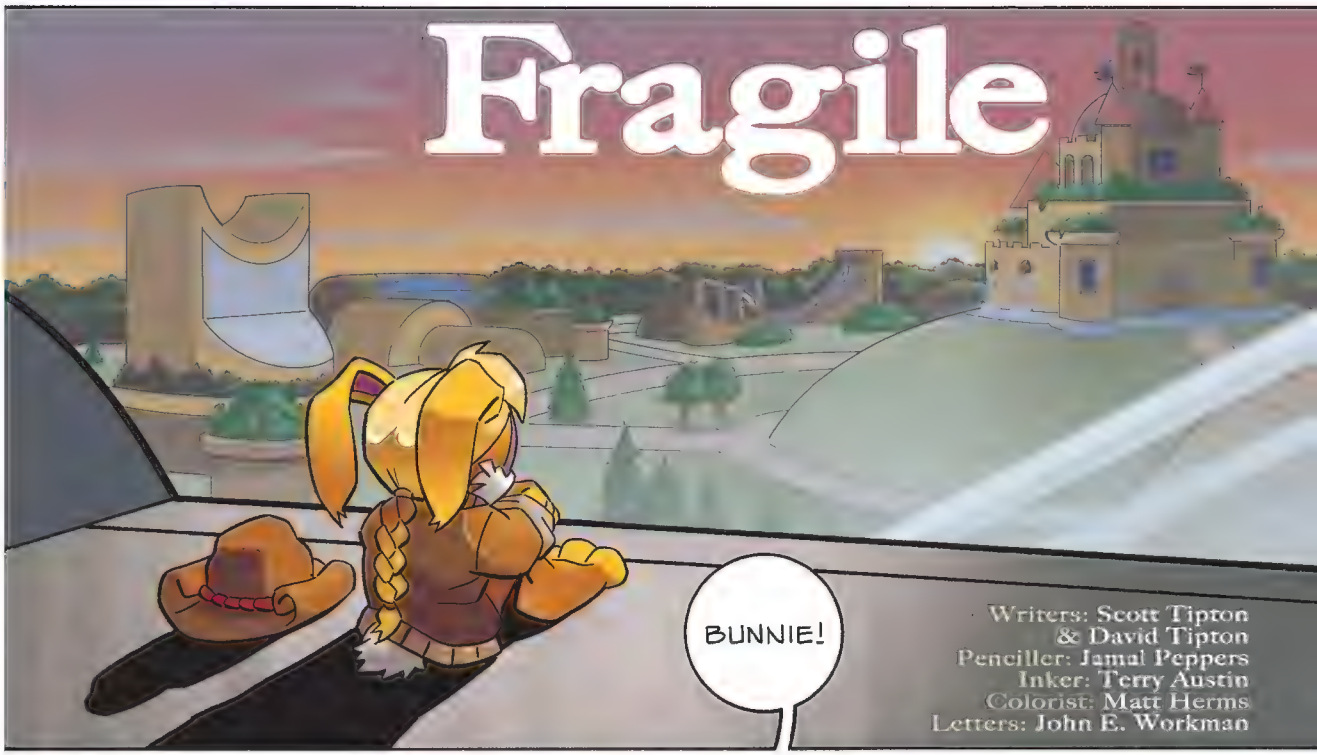

WHY IS ZE JUNGLE COMPETING WITH ZE BONFIRE?!
IF THIS IS SOME SORT OF ATTACK, HIDIN' IN THE JUNGLE AIN'T AN OPTION NOW!
I AM NOT THINKING YOUR LEGS CAN EXTEND ENOUGH FOR US TO ESCAPE INTO ZE SEA. (NOT ZAT I WOULD WANT TO, MIND YOU!)
NO, AND THERE'S TOO MUCH SMOKE TO FLY SAFELY! WE'RE BEIN' TRAPPED!
C'MON! WE GOTTA GET TAILS, GET TO THE SEA FOX, AND GET OUTTA HERE!
K-THUMP!
I AM THINKING WE ARE SURROUNDED!
LOOKS LIKE!
CATCH THE WHOLE STORY IN...
SONIC UNIVERSE
VOLUME 5
THE TAILS ADVENTURE
ON SALE NOW!

SONIC SUPER SPECIAL

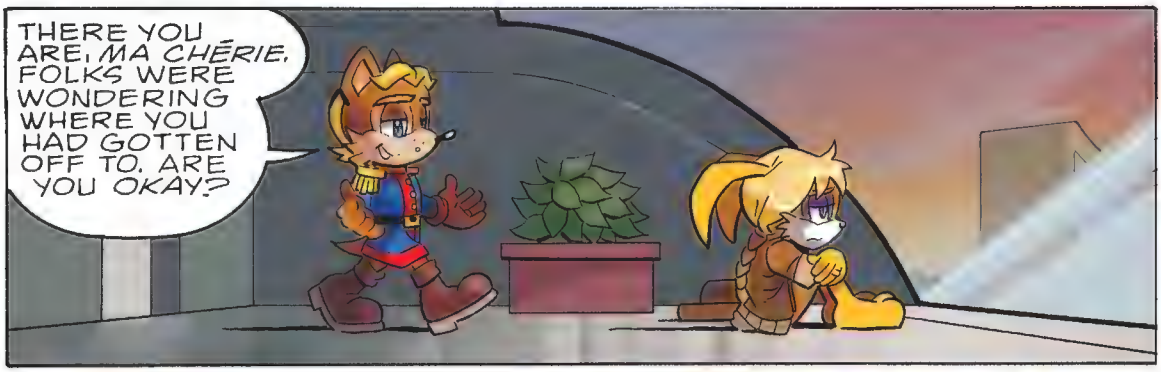
CHARACTER SPOTLIGHT:

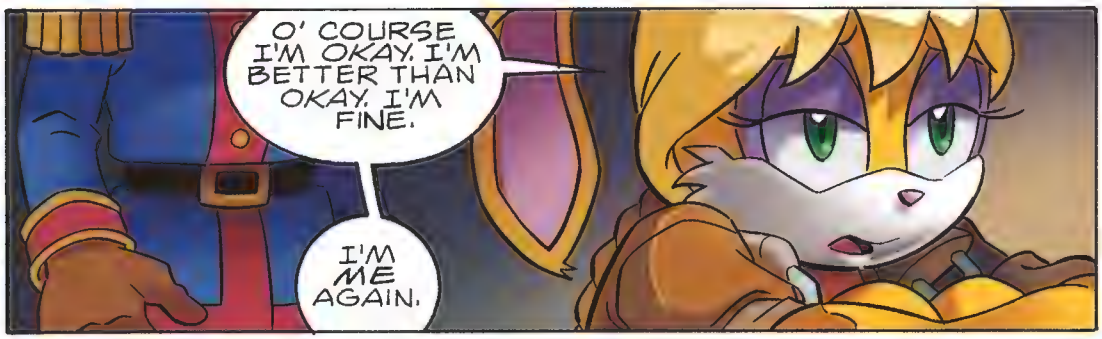
Bunnie Rabbot

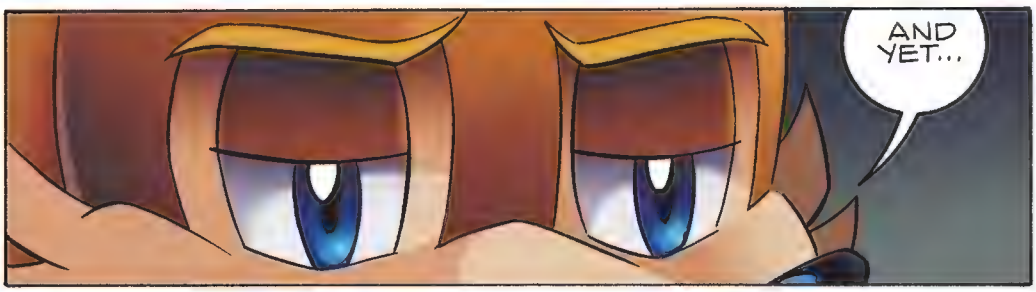
Fragile



Writers: Scott Tipton & David Tipton
Penciller: Jamal Peppers
Inker: Terry Austin
Colorist: Matt Herms
Letters: John E. Workman



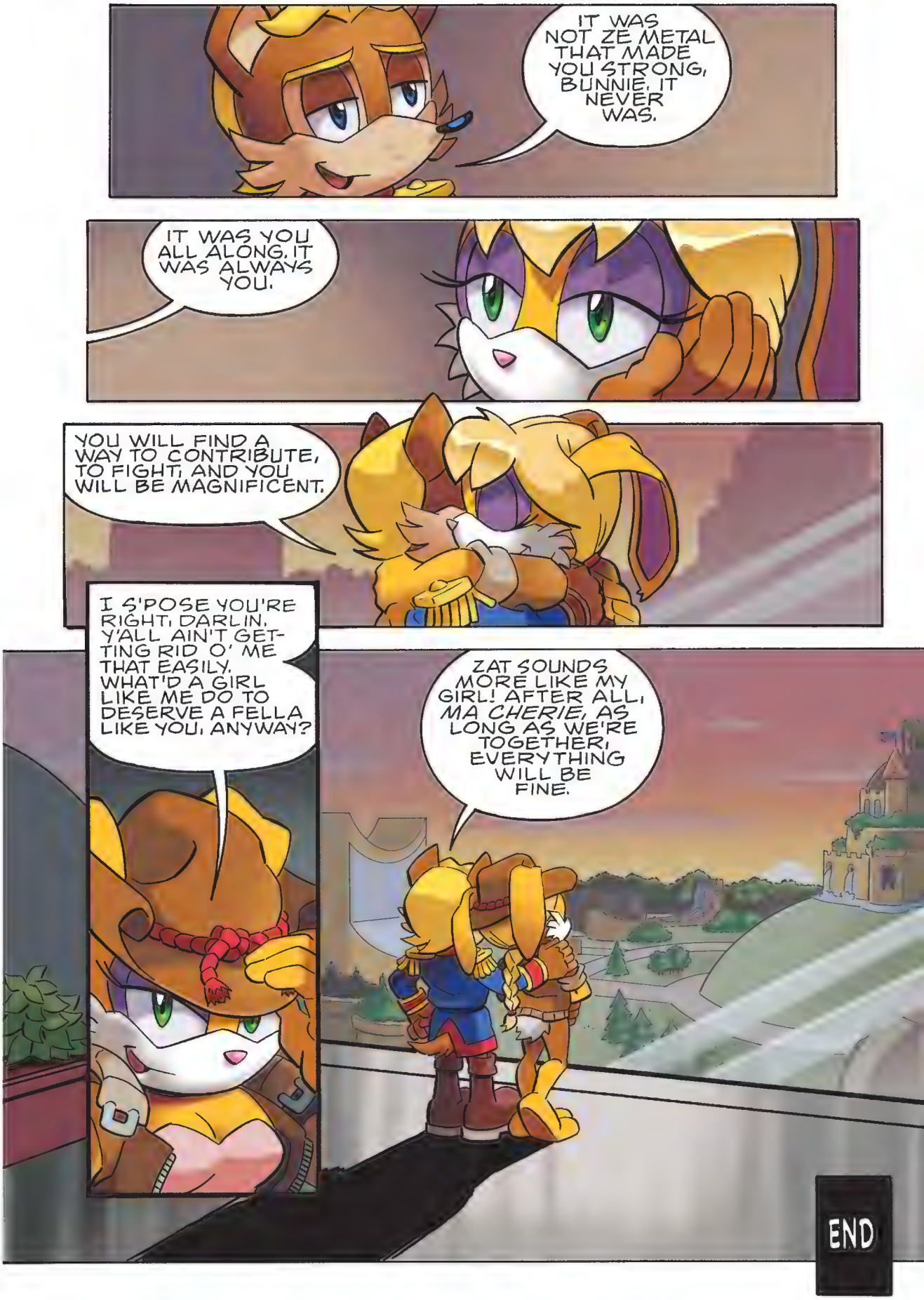




I'VE WANTED THIS FOR SO LONG, TO BE MAHSELF AGAIN, I'VE *DREAMED* OF IT.
ONLY NOW...
"YA DON'T KNOW WHAT IT FELT LIKE, TO SOAR THROUGH THE SKY LIKE THAT. THE COMPLETE FREEDOM. IT WAS LIKE NOTHIN' ELSE, EVER!"
AND NOW HERE I AM.
GROUNDED.

I KNOW ZE TRANSITION IS DIFFICULT, BUT STILL, YOU HAVE REGAINED SO MUCH. YOU JUST NEED SOME TIME TO ADJUST--
YOU DON'T UNDER-STAND!
"BEIN' A FREEDOM FIGHTER IS MAH LIFE! IT MEANS EVERYTHING T' ME!"
WHAT GOOD AM I NOW?

NONSENSE! I HAVE NO SPECIAL POWERS, NO AMAZING GIFTS, YET I STILL DO MY PART, DO I NOT?
YES, O' COURSE, BUT...
BUT NOW, I FEEL SO WEAK, SO FRAGILE...
"COMPARED TO HOW I USED T' BE... I JUST DON'T KNOW IF I'M STRONG ENOUGH."
YOU? NOT STRONG ENOUGH? YOU MUST BE JOKING.


IT WAS NOT ZE METAL THAT MADE YOU STRONG, BUNNIE. IT NEVER WAS.
IT WAS YOU ALL ALONG. IT WAS ALWAYS YOU.
YOU WILL FIND A WAY TO CONTRIBUTE, TO FIGHT, AND YOU WILL BE MAGNIFICENT.
I S'POSE YOU'RE RIGHT, DARLIN. Y'ALL AIN'T GETTING RID O' ME THAT EASILY. WHAT'D A GIRL LIKE ME DO TO DESERVE A FELLA LIKE YOU, ANYWAY?
ZAT SOUNDS MORE LIKE MY GIRL! AFTER ALL, *MA CHERIE*, AS LONG AS WE'RE TOGETHER, EVERYTHING WILL BE FINE.
END

WRITER: IAN FLYNN • PENCILS: TRACY YARDLEY! • INKS: TERRY AUSTIN
COLORS: MATT HERMS • LETTERS: JOHN WORKMAN • COVER BY YARDLEY!, AUSTIN, AND HERMS
ASSISTANT EDITOR: VINCENT LOVALLO • EDITOR: PAUL KAMINSKI
EDITOR-IN CHIEF: VICTOR GORELICK • PRESIDENT: MIKE PELLERITO
SPECIAL THANKS TO ANTHONY GACCIONE AND CINDY CHAU AT SEGA LICENSING

ALL THESE YEARS, AND I DIDN'T EVEN KNOW ABOUT THIS ROOM. THEN AGAIN, MOM DIDN'T GET THE CHANCE TO SHOW ME EVERYTHING ABOUT THE ISLAND...
SOMEBODY SEEMS TO HAVE BEEN RESEARCHING THE OLD FREEDOM FIGHTERS. I WONDER IF I CAN FIND A CLUE ABOUT THE TRAITOR IN HERE?*
*SILVER BELIEVES THERE IS A TRAITOR LURKING AMONG SONIC'S FRIENDS.
BAH! USE ALL THAT POWER OF YOURS TO FIND A DUST RAG OR A BROOM!
I CAN ONLY MOVE THINGS, NOT CONJURE THEM OUT OF THIN AIR!
THEN TURN YOURSELF UPSIDE-DOWN AND USE THOSE FRONDS OF YOURS! HEH! HEH!
HEH HEH... AH, LOOK, I JUST DON'T WANT YOU TO GET TOO WORKED UP. IT'S A BIG LIBRARY. YOU CAN'T EXPECT TO STUMBLE UPON THE ANSWERS TO ALL YOUR QUESTIONS IN--
ACTUALLY, SIR...
...THIS MIGHT JUST SOLVE EVERYTHING!
ANTOINE'S JOURNAL
Private! Do not read!
That means you, Sonic!

"I KNOW WHO THE TRAITOR IS."

NEW MOBOTROPOLIS--TOMMY TURTLE MEMORIAL HOSPITAL.

3237 P.X.E.--PRESENT.

...AND THE DOC SAYS THE POWER RING IS HELPIN', BUT IT DON'T SEEM TO WORK AS WELL AS IT DOES FOR SONIC.

GET WELL

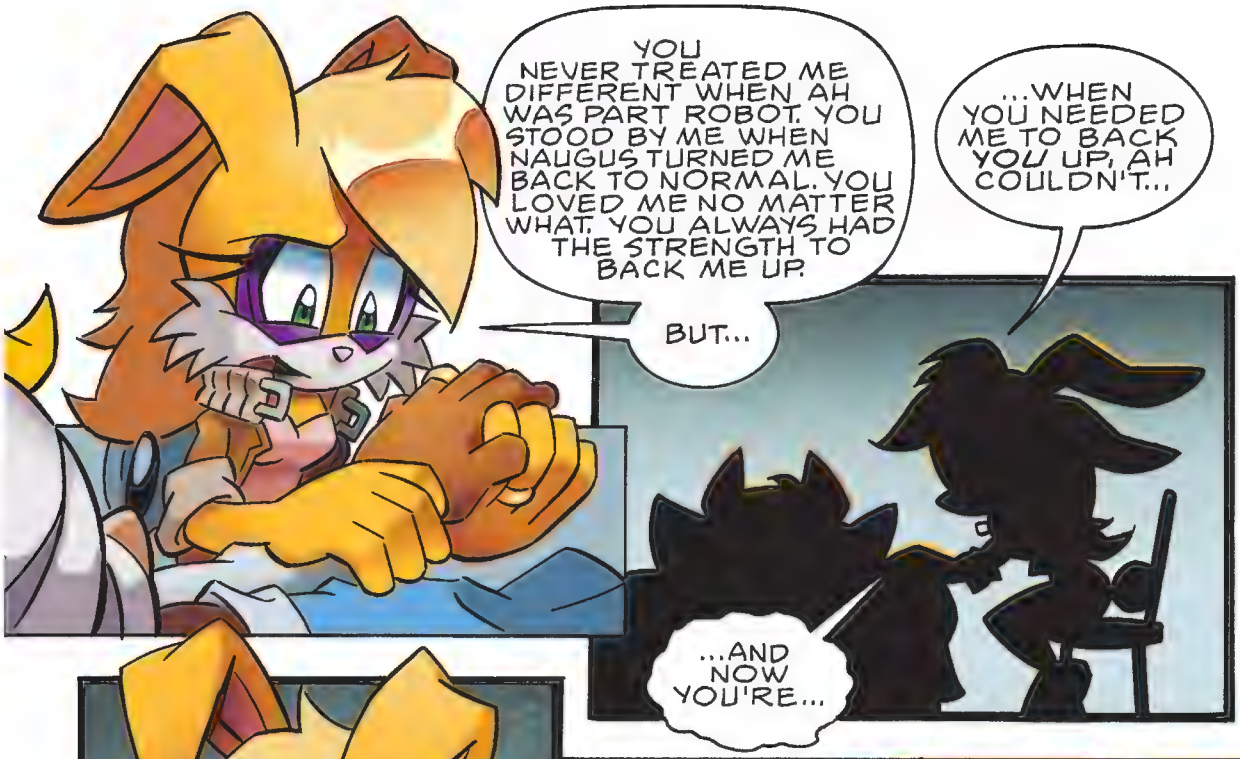
D'COOLETTE ANTOINE

AH TOLD 'EM NOT TO USE THAT EMERALD DOO-HICKEY THEY USED ON OL' KING MAX.* IT SAVED HIM, SHO' NUFF, BUT HE GOT WORSE AFTER THAT REAL QUICK. AND AH CAIN'T...

*STH #170.

...AH CAIN'T STAND THE THOUGHT OF LOSING YOU ANY MORE THAN AH ALREADY HAVE.

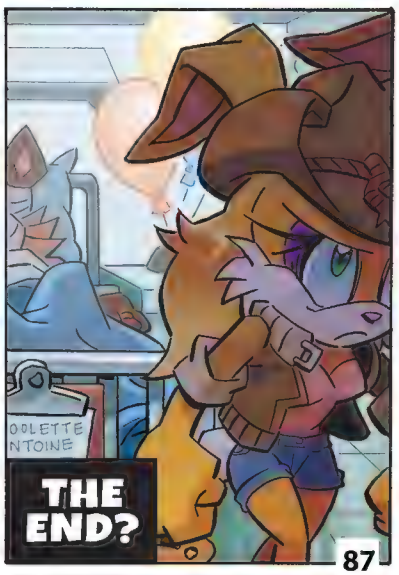
AH'M SO SORRY, SUGAH. SO SORRY FOR EVERY-THING.


YOU NEVER TREATED ME DIFFERENT WHEN AH WAS PART ROBOT. YOU STOOD BY ME WHEN NAUGUS TURNED ME BACK TO NORMAL. YOU LOVED ME NO MATTER WHAT. YOU ALWAYS HAD THE STRENGTH TO BACK ME UP.
BUT...
...WHEN YOU NEEDED ME TO BACK YOU UP, AH COULDN'T...
...AND NOW YOU'RE...

NEVER AGAIN. AH'VE LOST YOU, AH'VE LOST SALLY, BUT I REFUSE TO LOSE ANYBODY ELSE. AH KNOW WHAT AH GOTTA DO TO PROTECT EVERYONE, TO MAKE THINGS RIGHT.

WAIT FOR ME, SUGAH-TWAN.

To my friends - from Bunnie
...AND PLEASE FORGIVE ME FOR WHAT AH GOTTA DO.


THE END?

Bunnie Rabbot™

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #3

Abilities:
Cybernetics – These feature many useful tools, such as telescoping limbs, jet feet for flying, a transforming arm cannon and energy shield generator.
Martial Artist – Trained in judo.

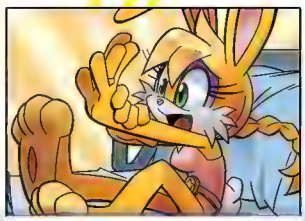
Bunnie Rabbot (pronounced rah-BOH) was born in the **Southern Baronies** just before the **Great War**. Her parents died during the conflict. Bunnie was raised by her **Uncle Beauregard** and **Aunt Lulumae** happily for many years. However, things soured when her uncle claimed her parents had died in service of the **Overland** due to long-standing tensions between the Southern Baronies and the **Kingdom of Acorn**.

Bunnie rejected the notion that her parents were traitors and ran away from home, cobbling together a small farm on the edge of the kingdom's borders. She was soon found and captured by a pair of **SWAT Bots** and put into a portable roboticizer. **Sonic the Hedgehog** and **Rotor Walrus** came to her rescue a moment too late; Bunnie was half-roboticized. Instead of dwelling on this, Bunnie took to her new body well, even going so far as to introduce herself with a pun off her family name (pronouncing it RAH-bot).

Bunnie bonded with **Sally Acorn** and quickly became one of the **Freedom Fighters**. She provided friendship to Sally, ran hard-hitting missions with Sonic, and managed to find the hidden hero within **Antoine D'Coolette**. While she put on a brave face, she did hold out hope that she would one day be returned to normal.

But then her body began rejecting her roboticized parts. She could accept an upgrade designed by **Dr. Quack** and **Nate Morgan**, but it would ensure she would never be derobotocized. With Antoine's love and support, she committed to her cyborg life. That love was later tested when **Patch** of **Moebius** posed as Antoine and actively tried to ruin the romance. Bunnie was shaken, and made a few questionable choices, but rebounded when Sonic managed to rescue Antoine from Moebius.

When Bunnie's cybernetics were accidentally crystallized by **Ixis Naugus's** magic, he attempted to undo the damage – miraculously reverting her to flesh and blood. Shortly after, however, Antoine was nearly killed while on a mission. Blaming her own powerlessness, Bunnie has left for parts unknown to "make things right."

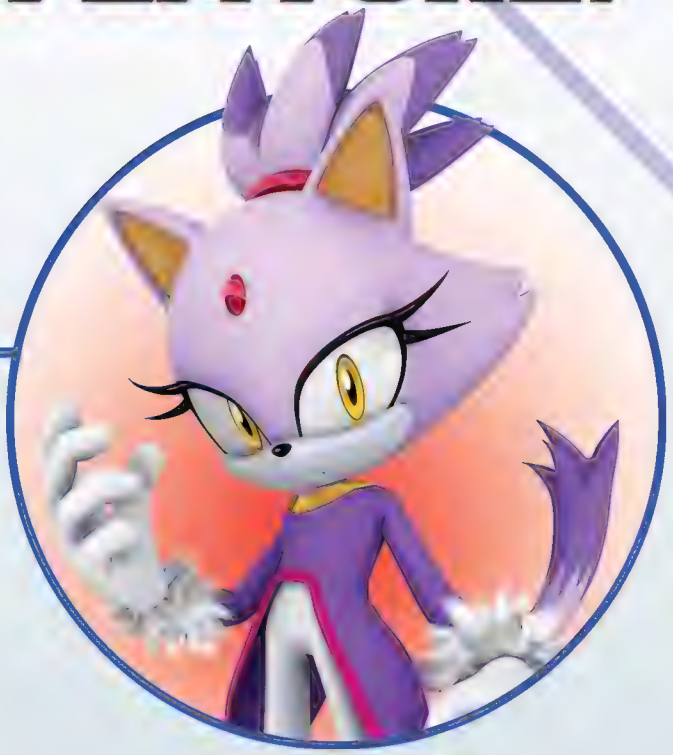


BUNNIE BACK IN FLESH AND BLOOD

SONIC SUPER SPECIAL COMIC FEATURE:

PREVIOUSLY...

BLAZE THE CAT IS A **PRINCESS** FROM ANOTHER **DIMENSION.** BLAZE HAS TRAVELED TO **SONIC'S WORLD** TO FIND THE **ANSWERS** TO THE **MYSTERIES** THAT HAVE RECENTLY PLAGUED HER MIND.

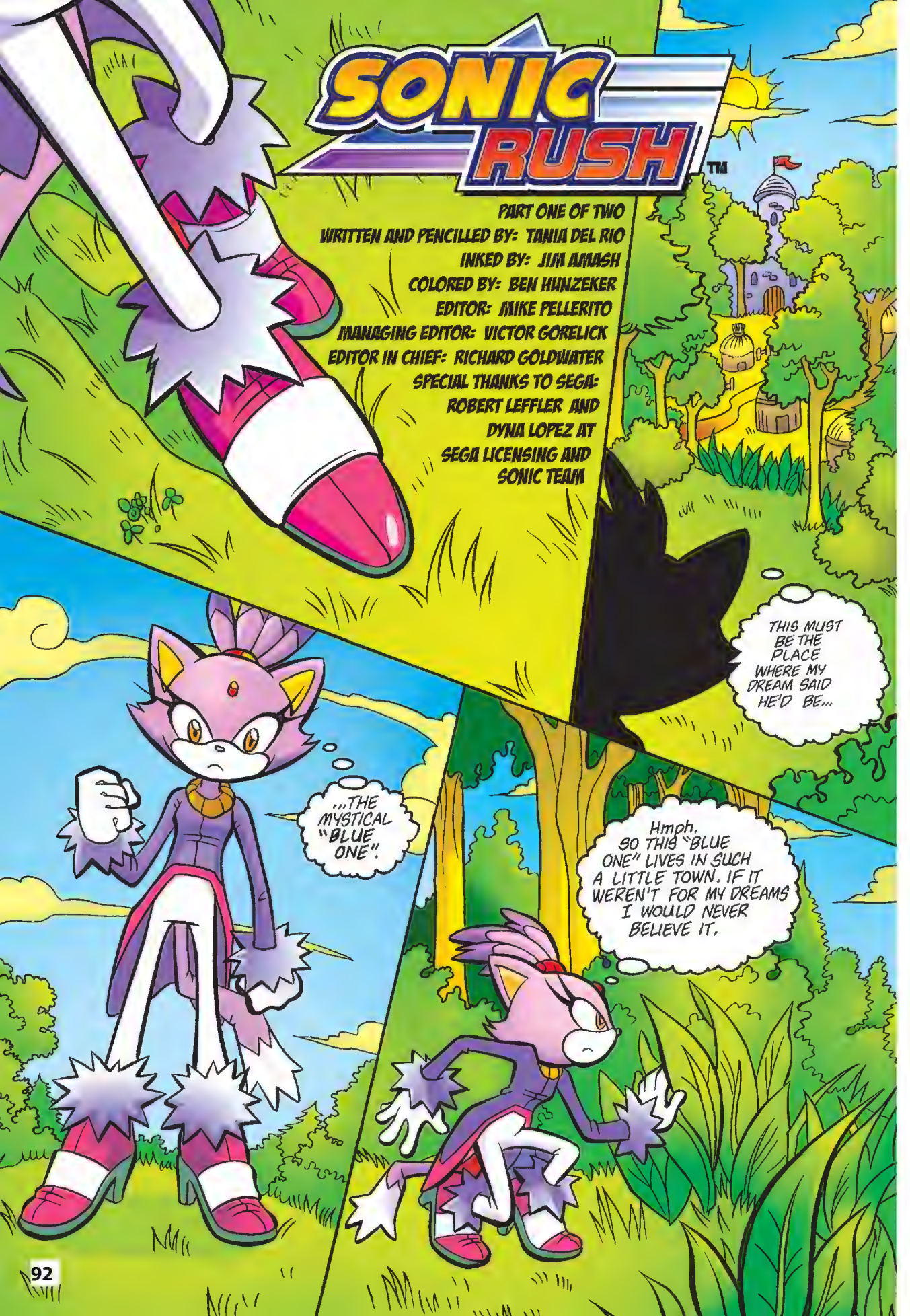


SONIC IS THE **TRUE BLUE HERO** OF HIS WORLD, AND IS ALWAYS EAGER TO HELP THOSE IN NEED, BUT WHAT HAPPENS WHEN A **PYROKINETIC FELINE** TRIES TO **TOAST HIS TAIL?**

DID YOU KNOW...

"Sonic Rush" was the first Nintendo DS Sonic game ever released! It was also the first game to implement the Sonic boost which sends Sonic into a nearly invincible sprint, complete with an epic aura of blue and white energies making Sonic look like a blue meteor!

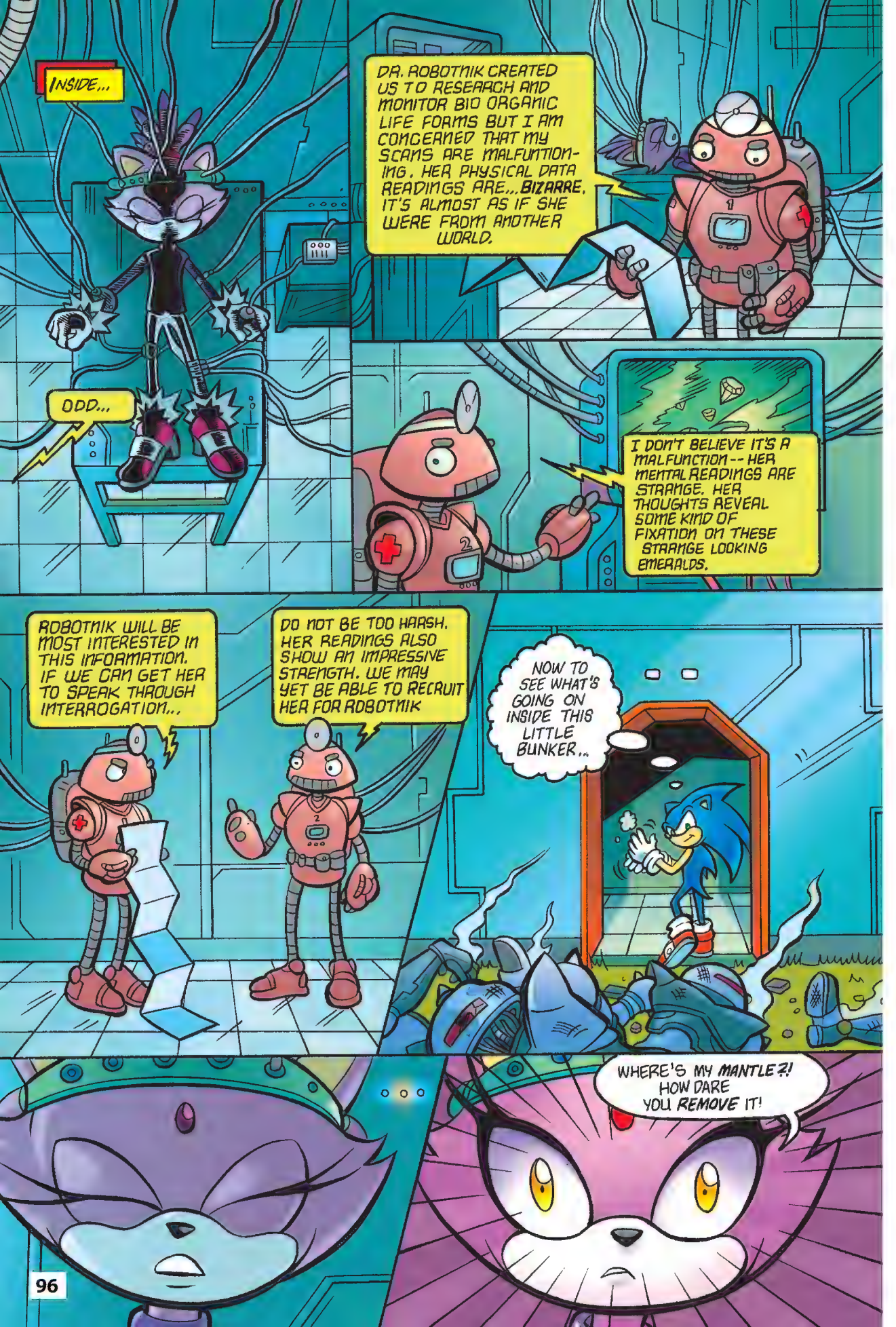
SONIC RUSH™


SONIC RUSH™
PART ONE OF TWO
WRITTEN AND PENCILLED BY: TANIA DEL RIO
INKED BY: JIM AMASH
COLORED BY: BEN HUNZEKER
EDITOR: MIKE PELLERITO
MANAGING EDITOR: VICTOR GORELICK
EDITOR IN CHIEF: RICHARD GOLDWATER
SPECIAL THANKS TO SEGA: ROBERT LEFFLER AND DYNA LOPEZ AT SEGA LICENSING AND SONIC TEAM
THIS MUST BE THE PLACE WHERE MY DREAM SAID HE'D BE...
...THE MYSTICAL "BLUE ONE".
Hmph. SO THIS "BLUE ONE" LIVES IN SUCH A LITTLE TOWN. IF IT WEREN'T FOR MY DREAMS I WOULD NEVER BELIEVE IT.

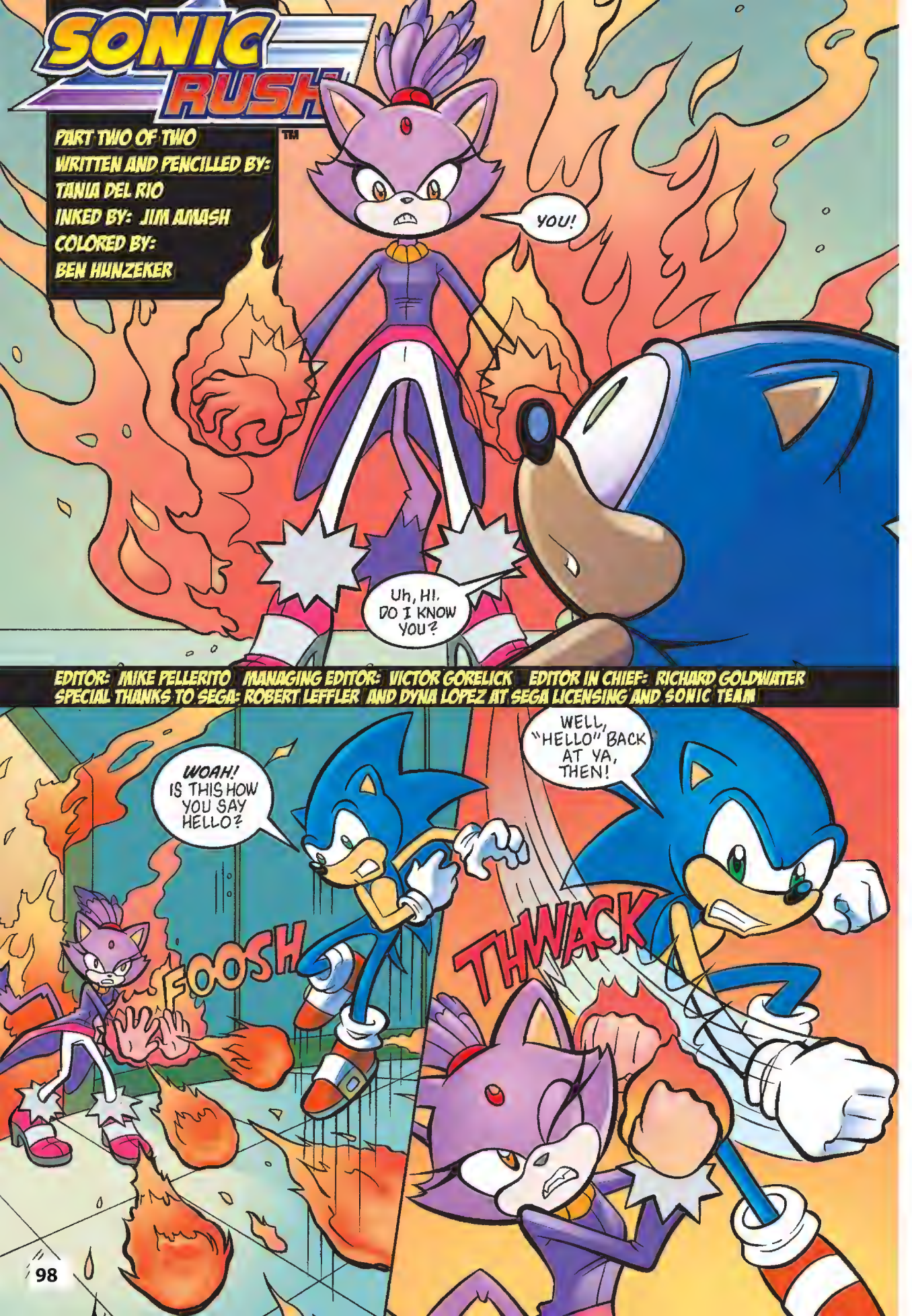
I CAN'T DENY WHAT MY DREAMS TELL ME... THAT MY SOL EMERALDS WILL BE IN DANGER AND THIS "BLUE ONE" IS THE KEY TO KEEPING THEM SAFE.
BUT WHY SHOULD I HAVE TO SEEK THIS "BLUE ONE" OUT WHEN THE SOL EMERALDS ARE MY SOLE RESPONSIBILITY? HOW IRRITATING!
IF THE SOL EMERALDS ARE THREATENED, I MUST PROTECT THEM.
HALT! UNKNOWN SUBJECT SIGHTED.
HE APPEARS TO BE SPYING ON KNOTHOLE VILLAGE.
SCAN HIM.
RESULTS UNKNOWN. CANNOT DETERMINE WHETHER HE IS FRIEND OR FOE.
HE'S NOT WITHIN THE PROTECTIVE BOUNDARIES OF THE VILLAGE. TAKE HIM INTO CUSTODY-- WE CAN INTERROGATE HIM LATER.
USE STEALTH. ATTACK WITH A STUN BOLT FIRST.

ZAP
HE'S SO STRONG!
WHO ARE YOU CALLING "HE"?
THWACK
THWACK
KONK
QUICK! RESTRAIN HIM! Er, HER.

SONIC! DO YOU HAVE A SECOND? THERE'S SOMETHING I THINK YOU SHOULD SEE.
SURE, BUDDY!
THIS SURVEILLANCE TAPE SHOWS TWO SWATBOTS CARRYING SOMEONE AWAY. DO YOU THINK IT'S SOMEONE FROM THE VILLAGE?
PLAYD 09:07:21
I DON'T THINK SO... WHO ELSE COULD HAVE LEFT A PILE OF BROKEN SWATBOTS BEHIND LIKE THAT?
IN ANY CASE, THEY'RE PROBABLY LONG GONE BY NOW. THIS FOOTAGE WAS TAKEN ALMOST AN HOUR AGO...
THAT'S ALL? NO PROBLEMO!
ZOOM
ZOOM
HAH! THEIR TRAIL IS STILL FRESH!
HONEY, I'M HOME!


INSIDE...
ODD...
DR. ROBOTNIK CREATED US TO RESEARCH AND MONITOR BIO ORGANIC LIFE FORMS BUT I AM CONCERNED THAT MY SCANS ARE MALFUNTIONING. HER PHYSICAL DATA READINGS ARE...BIZARRE. IT'S ALMOST AS IF SHE WERE FROM ANOTHER WORLD.
I DON'T BELIEVE IT'S A MALFUNCTION -- HER MENTAL READINGS ARE STRANGE. HER THOUGHTS REVEAL SOME KIND OF FIXATION ON THESE STRANGE LOOKING EMERALDS.
ROBOTNIK WILL BE MOST INTERESTED IN THIS INFORMATION. IF WE CAN GET HER TO SPEAK THROUGH INTERROGATION...
DO NOT BE TOO HARSH. HER READINGS ALSO SHOW AN IMPRESSIVE STRENGTH. WE MAY YET BE ABLE TO RECRUIT HER FOR ROBOTNIK
NOW TO SEE WHAT'S GOING ON INSIDE THIS LITTLE BUNKER...
...
WHERE'S MY MANTLE?! HOW DARE YOU REMOVE IT!

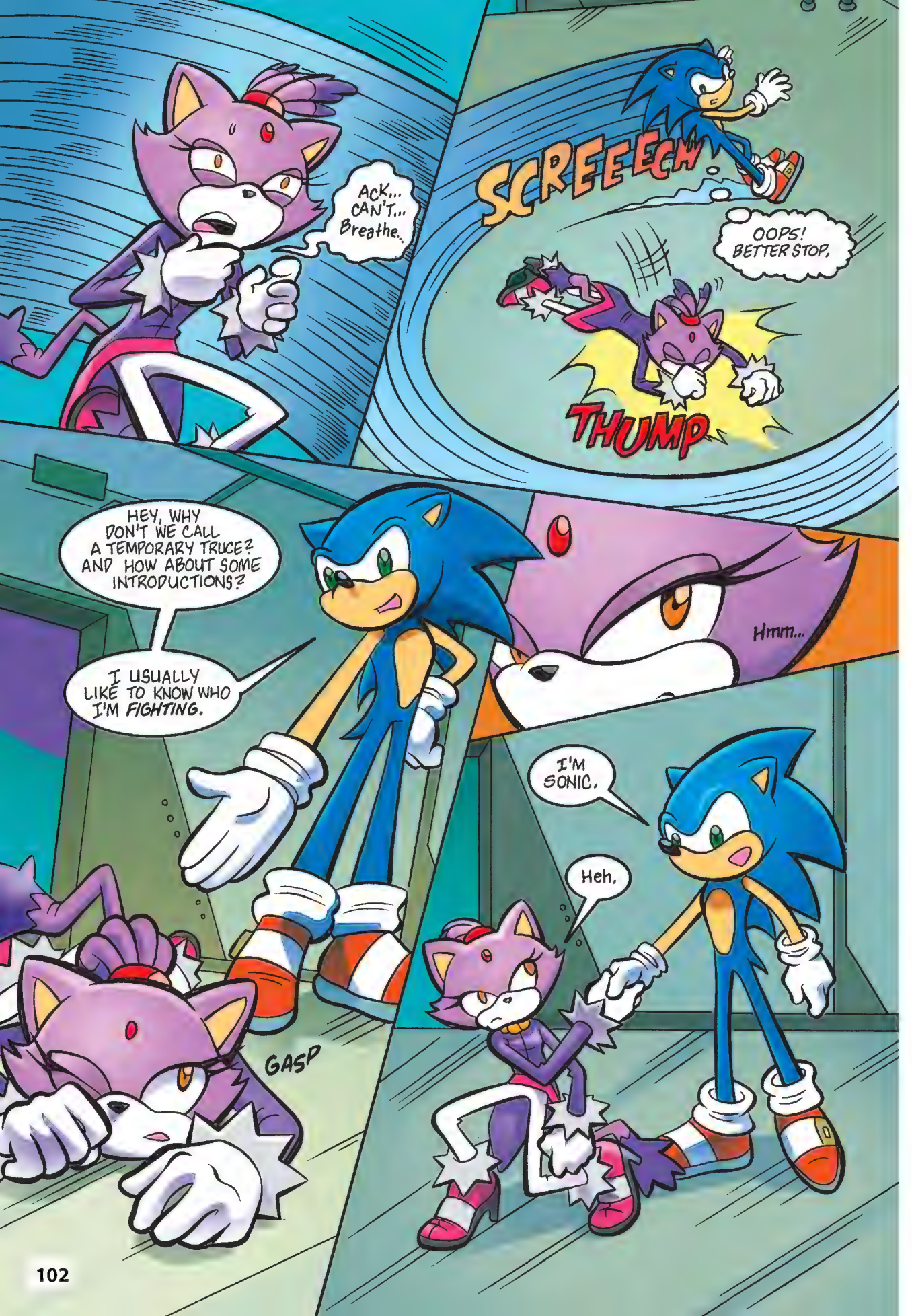
AAAARRRRGGGHH!
A SCREAM!
BLAST
YOU.


SONIC RUSH
TM
PART TWO OF TWO
WRITTEN AND PENCILLED BY:
TANIA DEL RIO
INKED BY: JIM AMASH
COLORED BY:
BEN HUNZEKER
YOU!
Uh, HI. DO I KNOW YOU?
EDITOR: MIKE PELLERITO MANAGING EDITOR: VICTOR GORELICK EDITOR IN CHIEF: RICHARD GOLDWATER
SPECIAL THANKS TO SEGA: ROBERT LEFFLER AND DYNA LOPEZ AT SEGA LICENSING AND SONIC TEAM
WOAH! IS THIS HOW YOU SAY HELLO?
WELL, "HELLO" BACK AT YA, THEN!
FOOSH
THWACK

SMACK
THWACK
SHE'S BLOCKING ALL MY FAST SHOTS. SHE'S OBVIOUSLY WELL-TRAINED BUT WHO THE HECK IS SHE? IS SHE ONE OF ROBOTNIK'S CRONIES?
NAH, SHE'S FAR TOO SKILLED!
FOOSH
DODGE
I NEED TO LURE HER INTO A SPACE WHERE I CAN ACTUALLY USE MY SPEED!
ZOOM

FOOSH
ZOOM
ZOOM
ZOOM
FOOSH
ZOOM
HE'S FAST! HE'S A MUCH BETTER OPPONENT THAN I ANTICIPATED!
FSSSH
BUT NOW IT'S TIME TO TURN UP THE HEAT!
FOOM
SHE'S ACTUALLY ENJOYING THIS! ALRIGHT, NO MORE PLAYING AROUND! IT'S TIME TO PUT THIS FIRE OUT!

WOAH! THERE'S NO WAY I CAN GET THROUGH THAT FIRE WITHOUT SINGEING MY QUILLS.
FSSH
FSSH
BUT I THINK I HAVE A SOLUTION!
ZOOM
ZOOM
IF I GO FAST ENOUGH...
ACK!
ZOOM
...THE VORTEX IN THE CENTER WILL RUN OUT OF OXYGEN!
CAN'T... MAINTAIN THE FLAME... NOT ENOUGH... OXYGEN...


ACK... CAN'T... Breathe...
SCREEECH
OOPS! BETTER STOP.
THUMP
HEY, WHY DON'T WE CALL A TEMPORARY TRUCE? AND HOW ABOUT SOME INTRODUCTIONS?
I USUALLY LIKE TO KNOW WHO I'M FIGHTING.
Hmm...
I'M SONIC.
Heh.
GASP

YOU ARE *INDEED* THE ONE I HAVE SOUGHT OUT. NO QUESTION.

YOU'VE BEEN LOOKING FOR *ME?* WHO *ARE* YOU EXACTLY?

THE ONE WHO WILL NOW *HAUNT* YOUR DREAMS THE WAY YOU HAVE HAUNTED *MINE!* FAREWELL, SONIC...

...UNTIL I HAVE *NEED* OF YOU!

WHAT THE--? SHE'S *GONE!*

FOOSH

Huh. NO ONE'S GOING TO BELIEVE THIS.

PHEW

HAUNT MY DREAMS, Huh? I WONDER...

Hmm

For more Blaze action check out

SONIC UNIVERSE™

VOLUME 6

TREASURE TEAM TANGO

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ARCHIECOMICS.COM

BLAZE THE CAT & HER WORLD

Blaze the Cat is both a princess and the **Guardian** of the seven **Sol Emeralds** and **Jeweled Scepter**. Due to her connection with the Sol Emeralds, she is both blessed and cursed with pyrokinetic powers. The dangerous nature of her powers has isolated her, giving her a somewhat cold demeanor. While often grimly serious, her adventures with **Sonic the Hedgehog** has softened her somewhat (but not lessened her fear of heights). Blaze sometimes travels with **Marine the Raccoon**, a vivacious girl with a talent in building sea craft and dreams of being a captain.

Marine lives and works on **Seagull Island** with the **Coconut Crew**, a youth group of koalas. While Marine can wear on Blaze's nerves, the princess does have a fondness for her. Much of Blaze's world is ocean with hundreds of islands peppering the surface. Some of the larger islands are built up with modern technology and architecture while most of the smaller islands remain lush, pristine environments. An important local resource is generally called "material" – minerals of varying colors and consistencies that prove to be incredibly versatile in building any number of devices. While mostly peaceful, the world is plagued by the pirate **Captain Whisker** and his robot crew. He is accompanied by his tiny minions **Min** and **Mum**, while the arrogant **Johnny** serves as a speedy, powerful protector. Whether Captain Whisker is a native to Blaze's world or a creation of either **Dr. Robotnik** or **Dr. Eggman Nega** is unknown.

PROFILE STATS:

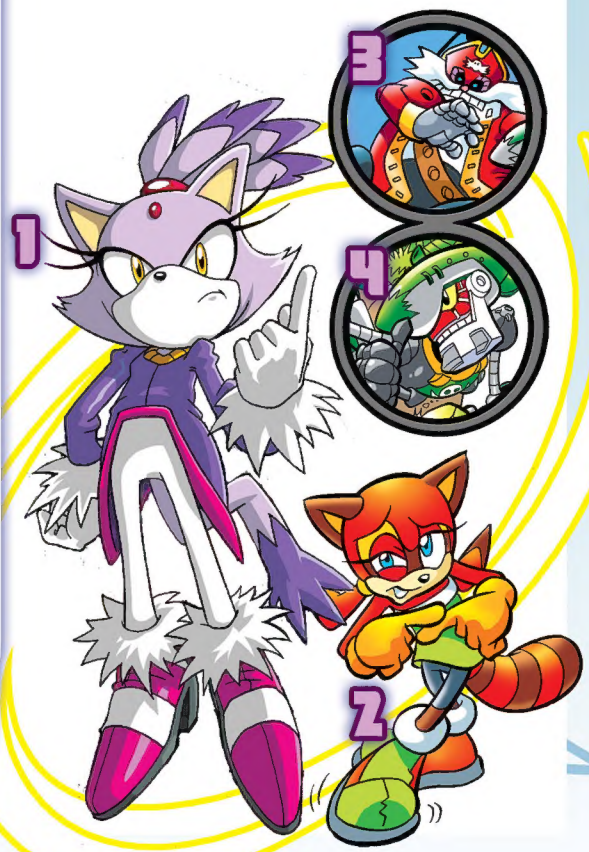
First Appearances:
Blaze the Cat: Sonic the Hedgehog #160
Marine the Raccoon: Sonic the Hedgehog #180
Cpt. Whisker: Sonic the Hedgehog #180
Johnny: Sonic the Hedgehog #180

Abilities: Blaze (1)
Pyrokinesis – She can summon and control fire. She can throw fireballs, raise pillars of flame, or hover briefly as if there were rockets in her feet.
Super Speed – She has speed comparable to Sonic. Coupled with her pyrokinesis, she becomes a blazing comet.
Burning Blaze – When she has all seven Sol Emeralds, Blaze transforms into her super form. Able to fly and produce even more fiery attacks, she becomes faster and invulnerable.

Abilities: Marine (2)
Mechanic – While she isn't at Tails' level, she's still remarkably skilled for such a young girl.
Accent – She jabbers in what we would recognize as a bad Australian accent.

Abilities: Captain Whiskers (3)
Hardy Chassis – His body in incredibly durable and heavy – like a living wrecking ball.

Abilities: Johnny (4)
Super Speed – Whether on a jet ski, running or flying, Johnny is able to keep up with Sonic.



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ON SALE EVERYWHERE 11.5.13

SONIC SAGA SERIES BOOK 4

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WORLDS COLLIDE VOLUME 1

It's cross world chaos as heroes are pit against each other! The Blue Blur and Blue Bomber battle from one world to the other with the evil doctors laughing behind the scenes. Can the heroes come to an understanding to save the world?

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WORLDS COLLIDE VOLUME 1

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INTERVIEW WITH - EVAN STANLEY - ARTIST -

SSSM: Evan, you've been involved with quite a few Sonic comics in such a short amount of time! How did you get started at Archie?

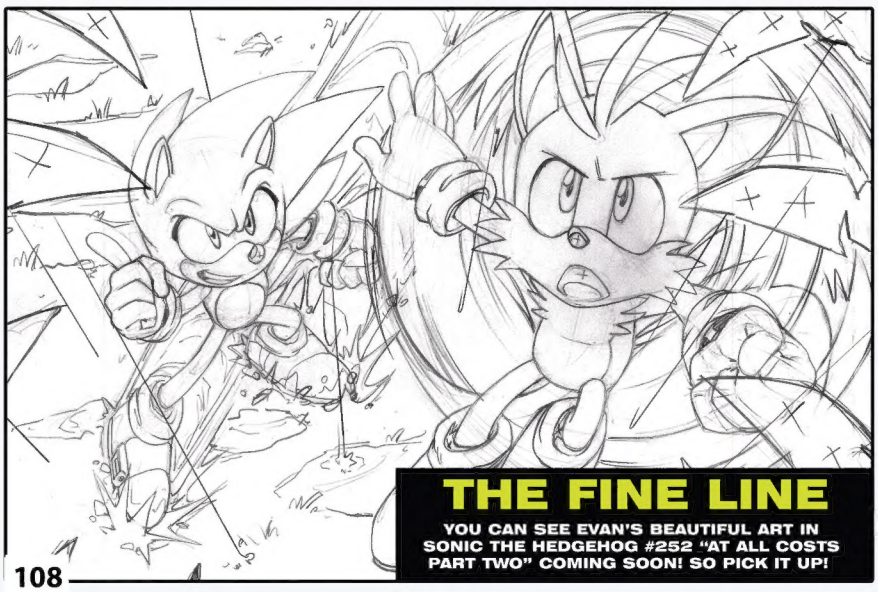
ES: Back in 2010, Archie held a fan art contest called "Sonic Vs.". I had been (and still am) making fan art and fan comics of Sonic the Hedgehog for years, and I decided to enter the contest just for fun. I entered and immediately forgot about it. I didn't win the contest, but a couple weeks after entering I got an email from Paul Kaminski, the editor of the Sonic Comics, asking if I'd be interested in working for Archie! After running around the house and squealing for a little bit, I readily accepted his offer!

EVAN STANLEY
SONIC PENCILER PRECISIONIST!

SSSM: Your first issue, all interiors, was Sonic 247 – what can you tell us about drawing that issue? What scenes inspired you the most?

ES: Ooh, #247... As that was my first full issue, I was crazy-excited to do it (I'm still ecstatic every time I get a new script to draw). There were a few things that really got me pumped for it: First, Silver the Hedgehog is one of my favorite Sonic characters. I love the way his character has been shaped by the fans' interpretations of him since his introduction. Second, Eggman. No joke, at the time of drawing #247 I hadn't drawn Eggman in about five years. I didn't have the skill to draw him back then, but now he's a ton of fun! And finally, I think I had the most fun on the Tails Doll Monster. I went as freaky as I thought I could possibly get away with... and hey, it worked!

SSSM: You put a lot of emotion into the characters especially with their gestures and facial expressions! What is it about drawing comic books that made you want to go professional?



THE FINE LINE
YOU CAN SEE EVAN'S BEAUTIFUL ART IN SONIC THE HEDGEHOG #252 "AT ALL COSTS PART TWO" COMING SOON! SO PICK IT UP!

ES: It sounds pretentious to say, but I've always felt at home in the medium of comics. I didn't have a lot of of 'em growing up, but the ones I did have I remember vividly (Calvin and Hobbes and Bone were a big deal for me-- a lot of the inspiration for my facial expressions comes from those). I didn't start to actually draw my own comics until I got into the Sonic franchise at 13.

HIGH-HO SILVER!

SILVER THE HEDGEHOG IS ONE OF EVAN'S FAVORITE SONIC CHARACTERS IN THE ENTIRE SERIES!

Suddenly my head was bursting with stories that I wanted to tell, and comics seemed like the best way to do it. I dove in headfirst, and haven't looked back... of course, I don't just love comics because they have Sonic in them, though that is a big part of it). I love the unique power, versatility and possibility of sequential art as a medium.

SSSM: Do you have any favorite/notable moments from any of your past Archie Sonic projects? What advice do you have for any aspiring Sonic comic artists out there?

ES: So far there's been something to love in all of my projects. It's the experience-- the sheer excitement of having such an amazing job, getting a chance to shape the future of a comic that's become a huge part of my personal and creative lives, and seeing people enjoy what I love to do... that's what's best for me.

EVERYTHING EVAN!

EVAN ISN'T JUST A FANTASTIC PENCILER, SHE'S A VERY TALENTED COLORIST AS WELL! CHECK OUT SONIC THE HEDGEHOG #231'S BACK UP STORY, "HAUNTED" FOR EVANS EXCELLENCE!

As for advice for other artists out there, I have two things for you. First, I know you love drawing Sonic, but LEARN TO DRAW FROM LIFE. There are no shortcuts in drawing well, and the best way to learn is by drawing what you see around you with an unbiased eye. Trust me, do this and your cartoons will be a thousand times better.

Second, put yourself out there. Don't wait to make your dreams happen, and be ready to have them crushed and thrown back in your face. This is my personal challenge; before Archie hired me, I had been drawing Sonic comics for about five years. All that time, I had dreamed of how awesome it would be to actually work on the official comics, but I never had the bravery to prepare and submit a portfolio. I didn't even have the guts to consider it as a remote possibility. Only through sheer dumb luck did I get a job. The only thing holding me back was myself. You guys are amazing, and keep getting better every day. Have fun and do your best! ■

CROSS HATCHING EGGMAN

DID YOU SEE EVAN'S DR EGGMAN FROM SONIC THE HEDGEHOG #247? IT'S SICK! DOWNLOAD THE ISSUE NOW FROM THE SONIC COMICS APP TO SEE WHAT ALL THE FUSS IS ABOUT!